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The World's Best PlayStation Magazine

Official UK) Magazine

On the COVEL

FIFA World Cup 2002

Footie Festival

Get Cheap Games

Delta Force News

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- Alone in The Dark The New Nightmare

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- Alfred Chicken Playable
- Mr Driller Playable
- Total Soccer Playable
- Playable
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WATCH OUT!

"Where publishers think they can make a quick profit, they'll try and make a quick profit"

. Breath



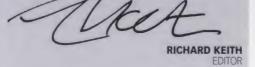
We love footie and we love playing footie games. And, this

being a World Cup year. publishers are sure that we and you lot - will want to buy at least one football game.

Which means we should all be careful of getting ripped off. Where publishers think they can make a quick profit, they'll try and make a quick profit. Take Pro Evolution Soccer (p.40). This is an update of the best ever footie game, ISS Pro Evolution Soccer 2. But pretty much all Konami has done is update player names and changed some loading screens. So if you already have ISS2 all you need to do is muck around with the player edit, close your eyes on the loading screens and you've got yourself £30 of new game! It's not right.

This is the sort of thing people expect from EA's FIFA series: dubious updates at extra cost. And FIFA World Cup 2002 might be the same kind of con-trick. Shoot over to page 16 to have a look at how the game is coming along, but wait for the review before you buy it. Because it's only with reviews that you can be sure you're reading about the same game you're going to buy. That's when we see the finished code, the one that'll be in the shops.

So while we're excited about Sven's World Cup games (p.26), Delta Force (p.8), Metal Slug X (p.6), Alex Ferguson's Player Manager (p.14), Formula One (read The Hack on p.11) and all the other great games coming your way we do have one warning: we thought Cubix might be good... skip to p.44 to see for yourself...



Write and tell us what you think Got something to say about the Issue or PS1? Then send your thoughts, queries, rants and raves to:

OFFICIAL PLAYSTATION MAGAZINE

Future Publishing, 30 Monmouth Street, Bath, BA1 2BW E-mail: opm@futurenet.co.uk Text: 07764 175885



Play it!

Start here...

News round-up

The latest PlayStation malarkeypage 08

Hungry Beast Of Justice It's so bad we eat the evidencepage 46

Bargain Bucket

Grand Theft Auto 2 going cheap....page 52 Tip the balance

The Daddy gives it largepage 64

Hall of game

Champions League results here page 95



lta Force: Urban Warfare page 08



Give games a socking Solutions and secrets that sizzle



- Top Tips. We help you to beat Alone In The Dark 4, Driver 2 and c-12 with the big OPM hints stick page 62
- Final Fantasy VI Our essential new masterclass for Hironobu Sakaguchi's much-delayed epic page 66



FIFA World Cup 2002 Top football tournament action p.18

- Goal! We sneak a peek at all the new features in this great new game!
- Talk! The producers spill the beans on who they think'll win the World Cup! And tell us about the game...
- Win! 10,000 Euros (that's £6,500 in real money) could be yours if you're a bit bloody good at FIFA 2002



BYTE BACK We love your letters. C'ept for the crap ones which we chuck in the bin p.58 • COMPETITIONS Top prizes on the extra large side. Yay! p.98

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New Games Galorel



Magazire

Simpsons goodies, a TV and a DVD player! p.98 PLUS! The chance to

A huge stash of The

bag 10,000 Euros (£6,500) by playing FIFA on p.23

⊗ Exclusive info □ Expert tips



If you want to play games
A demo disc chocked full of gaming heavyweights and the rather spiffing Net Yaroze classic Total Soccer



- Disc Inferno from page 81. All this month's essential disc info
- Rayman Rush One limbless rabbit, some crazy platform racing and a hint of Gallic charm all boiled into this month's top demo. And a chance to win Rayman goodies, naturellement
- Alone In The Dark 4 We'll stay behind the sofa while you try and crack this spooky adventure, if it's all the same to you. Plus, beat the demo and win your very own, er, statue



If you want to buy games...

Seven games head nervously to OPM's review chamber, not all will survive...



- Panzer Front Bis The long awaited follow-up to the best tank game ever. Can Panzer Front still do the Bis-ness? page 32
- Pro Evolution Soccer PS1's finest football series comes down with a touch of the FIFAs page 40
- Cubix The new TV series will be huge they tell us. But how about on PlayStation eh? Take a look page 44



So you think you can play...

If you fancy yourself as a bit of a player here's the place to prove it. Come and have a go!



- Challenges Rayman Rush, Alone In The Dark 4, Rollcage Stage II, Metal Gear Solid: Special Missions, Star Trek: Invasion! and the mighty Total Soccer. Are you gamer enough for them? From page 81
- Other cool stuff The Goal Of The Month and Run Of The Month competitions keep on trucking page 93/94

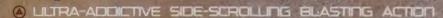


• PERIPHERAL VISION The Freak glimpses his own hideous features in a new mini screen p.54

• OPM TRAVEL PRESENTS FF's rather saucy red-light district p.114



A SNEAKY PEEK AT THE GAMES OF TOMORROW...



- O PIXEL-PERFECT CONVERSION OF SNK COIN-OP
- **SETTERTAINING COMEDY TWO-PLAYER CARNAGE**
- O THE MOST RIDICULOUS POWER-UPS EVER



The late-lamented SNK was one of Japan's finest coding houses. True master of the coin-op art, it fashioned hyperactive hit-after-hit through the '90s. Now, one of its last PS1 titles, the classic side-scrolling run-and-gun shooter Metal Slug X is finally

coming to the UK.

Featuring power-ups that make you grow a moustache and pile on the pounds, to foes that make you into mummies and guns that fire wild dogs at you into munimies and gons that he wild dogs as your enemies – Metal/Slug X aims to inject a shot of originality into an old skool genre. Although as you'd expect the two-player American smash also features such staples of the genre as mean-as-you-like bosses, a veritable army of baddies and an array of vehicles which our heroes can climb in Including a camel.

Yes it'll be shallow, yes it won't be huge, but as anyone whose blown their cash on an SNK machine before will testify - it'll be noisy relentless fun too.





1UP=1

AAA

2UP=0

CREDIT O



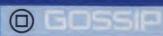


Power-ups









IN THIS MONTH'S NEWS-FEED...



OPM'S ULTIMATE GAMING CONTEST

Take the first step to becoming a professional games player ->



DIGIMON

Digimon Rumble Arena enters the battle for a UK release ->



PLANET OF THE APES

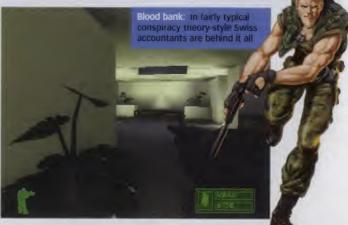
The long-awaited simian adventure is lined up for a summer release



HARRY POTTER

The Chamber Of Secrets is sure to cast its spell on PS1 owners when it's released this Christmas ->





SOLDIER, SOLDIËR

EXCLUSIVE Shihh! A crack team of US soldiers are sneaking PC-style blasting action onto PlayStation



PC conversions have a mixed history on PlayStation. For every Quake II there's been a Hidden & Dangerous. So

when console newbies Novalogic turned up at OPM towers with Delta Force: Urban Warrior the first console instalment of the ever-popular PC series we were slightly dubious. And when they promised to show us a first-person shooter that seamlessly combined Metal Gear-style stealth with Medal Of Honor action, you'd forgive us for feeling a certain incredulity.

"We'll eat our hat if it's as good as they say," we muttered. And lo and behold, now our mouth has a soft and velvety taste to it. Because Delta Force: Urban Warfare is shaping up very promisingly indeed.

At its most basic Delta Force is a soldier sim. Accordingly, there is a plot (a paranoid American thing about a hardline Soviet splinter group rising up against the US of A - see every Tom Clancy book ever) there are 12 missions and, ves. there are even badly scripted cut-scenes. But Delta Force is all about destruction. Blowing lots of things up and blowing them up quickly. So expect stun guns, sniper rifles, remote-control mines. knifes, machine guns, grenades, assault rifles and all manner and make of pistols and not subtlety.

But this arsenal would have been as nothing without 3D environments which keep their shape when the pace picks up and decent Al. Indeed, this is where FPSs on the PS1 have often come undone. Importantly then, Novalogic is looking to add some intelligent new features to the

"Novalogic has big ambition for its PlauStation debut"



game environment that'll ensure Delta Force keeps your interest. For instance, you'll leave a blood trail if injured, alerting terrorists to your presence. And rather than rushing in like a team of badly trained A-team goons to attack, the terrorists will try to flank you, and even cover each other's sorties. Clever stuff.

Add night combat, a variety of locales and weather effects and you realise that Novalogic has big ambitions for its PlayStation debut. Expect a full preview next month. @













MISSION IN ACTION

OPM 'CHUTES DOWN TO SEE HOW DELTA FORCE IS SHAPING UP...

Delta Force: Urban Warfare sets the US SAS wannabe's (the self-same Delta Force) on the trail of Red Mercury (ex-Soviet terrorists). Here is an exclusive sneak glimpse of the game's opening levels.



Warehouse, Tijuna, Mexico

- Forensics from a terrorist attack lead you to this suspicious warehouse in an isolated backwater of Mexico. We've got a baaad feelin' about this.
- 2. It quickly comes apparent that the hitherto innocent looking warehouse is full of unfriendly guards that are armed to the teeth...
- 3. And who prefers to shoot first and ask questions later. What's the betting a criminal mastermind is behind all this?







Contact Intercept, Vancouver, Canada

- It turns out there's some kind of meeting going down at the docks. Nice weather for an arm's dealer/terrorist tête-à-tête.
- 2. It takes judicious use of the sniper rifle and even a little stealth to make it into the hull of the ship safely. Now, where's this meeting going down?
- 3. But once you're discovered all hell breaks lose, It's The Usual Suspects all over again.





OPM'S ULTIMATEGAMING CONTEST

gamer? Here's your chance to prove it!

Do you think of yourself as a prince among PlayStation owners? An *OPM* god of Olympian stature? Or are you just blimmin' good at playing games...

Whatever, if you're tired of trashing your baby-sister at *Tekken*, now's your chance to get involved in a real competition, with real prestige and tremendous prizes. Because *OPM*'s Ultimate Gaming Contest 2002 is out to find the UK's best PlayStation gamer.

It's very simple. First you have to register with us using the form below. Then, get a load of friends together, organise a playing night at your local pub/college/school/workplace/funny farm and hold a tournament of ISS/Pro Evolution Soccer, Tony Hawk's 2, Tekken 3 or Gran Turismo 2.

If approved, the winners of all your tournaments will be invited to our regional finals. And the winners of that will qualify for our national championship showdown. (Phew!) So what are you waiting for? Let the battle commence!

MEET -

THE PROFESSIONALS

Amazingly, some people already earn their living playing games. You could join them!



Name: Fatal1ity

Twenty-year-old American, Fatal1ity (real name Johnathan Wendel) is currently the number one gamer in the Western world. He's earned over £100,000 in the past two seasons.



Name: Sujoy

Veteran Sujoy Roy is the most famous gamer this country has ever produced. And judging from his many appearances on TV and magazines, he's a bit of a media tart.

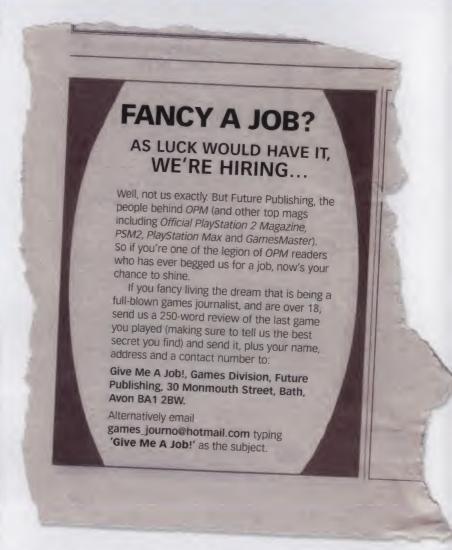


Name: Killcreek

Stevie Case (aka Killcreek) made her name as a pro gamer before being lured away from the circuit by famous games designer John Romero and, ahem, Playboy shoots.

YOUR CUT-OUT-AND-KEEP GUIDE TO KEEPING ON THE UGC STRAIGHT AND NARROW

- 1 Using the form on the right tells *OPM* where and when you're organising your event.
- We'll mail you back with an information pack and a sheet on which to record your gaming performances on the evening.
- 3 The results will be printed in OPM and we'll invite the winners to the regional finals.
- 4 Fourteen gamers will be plucked from the regional heats to go forward to OPM's topnotch national final.
- 5 A gaming star is born. Maybe.



ULTIMATE GAMERS APPLY HERE!

Name of organiser:

Organiser's address:

Tel:

E-mail:

Competition venue and full address:

Date and time of competition:

How many contestants are you expecting?:

Which game(s) will you be contesting?:



TO ENTER UGC RETURN THIS COUPON TO: 'I Am The Greatest',
OPM Future Publishing, 30 Monmouth Surget, Bath BA1 2RW by 18 April 2007





GOSSIP! Welcome back to the hottest news column in town. These whispers are so alive that if you put your ear to the page, you'll hear a pulse

Back for more elitist news from the man who hears everything? Good to see you've got taste and a desire to know what's going down in PS1 town. This month, I enjoyed a tour of the country, setting up fake confession boxes in all the churches neighbouring the big publishing players. Little did those development fools know that it was not a priest sworn to secrecy on the other side of the confession screen, but I, The Hack! Ha ha ha, and I am sworn to tell you lot everything I hear.

A few months back a Sony mole let slip



favour by letting slip more info. F1 is not going to be a simulation, but an arcade game. With pick-ups aplenty and cute graphics to boot, it'll be more accessible and have less of the boring gear ratio nonsense. On the shelf mid-July, preview

For some reason, Sony is trying to stop the trading of Net Yaroze kits. As already reported, professional PS1 development kits have been floating around the black market much to Sony's horror, but now concerns have arisen about the learner programmer's favourite tool. Suggestions have been made

GET READY

A WHEN 2002 O WHO INFOGRAMES & WHERE WWW.DIGIMON.COM

DIGIVOLVE! More Digi-mental offerings on the way

Making its entry onto PS1 with fists-a-flying is the fourth Digimon game in the series, Digimon Rumble Arena. A cartoon beat 'em up in the mould of

Nintendo's Super Smash Brothers series, DRA sees you fighting through a story mode as one of 24 Digimon. Each man-o-man battle takes place in one of seven themed arenas (one is set in a mine that constantly revolves, for

example) where collecting power-ups and generally beating ten bells of Digidoo out of each other is the order of the day. Fight well and you'll evolve, with each battle preparing your Digi for a final showdown with Reapermon.

DRA promises simple arcade fun then, and with a two-player mode is bound to be an attractive proposition when it's released in the UK... and there's the rub. Because Rumble Arena ioins a backlog of tasty-looking Digimon games awaiting release in this country. Rumble Arena, Digimon World 2 and Digimon Digital Card Battle should all hit the UK soon. But no publisher is willing to confirm exactly when. You'll know when we know @



KOCH ROCK

page 38), German

yet another game in the Racer series. The imaginatively-titled London Racer

2 puckers up in May, comes with music supplied by Kiss FM and will retail at the luvverly-jubberly price of £13. "Don't

planning a move onto PlayStation. The titan of all things trance is following the lead of rivals Ministry Of Sound, who has already had several titles released through Ubi Soft. Super smashing great and indeed, banging.

"After the phenomenal Super Bub, join The Hack in hoping that the Net Yaroze lives forever"

that this season's F1 game was going to arrive in a whole new form, but he was too scared to say more in case Sony had him tied up, gagged and thrown into the cellar. After I guaranteed his safety by passing him a fully loaded revolver, he returned the



that this is due to the fact that you can play pirated games on them, but no statements have been made. After the phenomenal Super Bub, join The Hack in hoping that the Net Yaroze lives forever.

The future's looking bright for PS1 releases. A new London-based developer, Asylum Entertainment, has signed several contracts with some of the big boys to develop its PS1 titles. What the first wave of releases will be is still slightly out of The Hack's sight. Worry not, keep an eye on the news section and I'll bring you more info as I sniff it out.

That's your lot for now. I'm off to relieve the stress of the month by having a good long dump with my copy of the Daily Sport. Until another full circle of the moon, take care out there, you crazy kids. .

WHAT WOULD

assassin babe from Ireland. you've been duking it out with bad-hair-day Paul and are getting rather tired of being pummelled by his Burning Fist - you know, the one all the button bashers rely



on. So you decide to try something different from the usual old Tekken tap-you-on-the-ankles move. Sure enough, the Burning Fist is being wound up again. Do you:

- A See the hit coming and go for the femme fatal approach of a sexy coy Block, then nut the big hair on the chin?.....
- **B** Seize the opportunity to Reverse the missing member of Village People by grabbing his arm for a stint of Chinese burning?

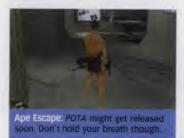
GOING APEND CHAMBER

APE NEWS! At last! Planet Of The Apes set for release - two years late!



Ubi Soft's longawaited licensed 3D adventure Planet Of The Apes looks to be finally

limbering up for a PlayStation release. Visimare Studio's opus was first previewed in OPM way back in 1999, before succumbing to what can only be described as development hell. However, the simian starring title made a surprise reappearance on Ubi Soft's 2002 release list and now looks to be only months away.





As previously reported, Planet Of The Apes consists of 70 levels that loosely follow the plot of Franklin J Schaffner's original 1968 film (rather then last year's

disappointing Tim Burton remake). POTA also offers a variety of playing modes (stealth and athletic sound particularly intriguing) and some fantastic baddies to blast when your brain needs a rest. POTA will be released in the summer unless it all goes Kong... more news next month @

KICK OFF

Anco has confirme that Kick Off 2002, the latest update in the classic soccer series, will hit PS1 later in the year. We've been told that not only is the PlayStation conversion as faithful as a hound but it'll also retail for a bargain £10. The signing of the season, surely?



24 HOUR PARTY PEOPLE details of 2 Converge, the first PlayStation 'lifestyle festival'. Taking place between the 4-6 May at Gunnersbury Park West London this mother of all knees ups will feature DJs, games, extreme sports and bars. Tickets cost £18 and are availab 0115 934 8757.

FIRST NEWS! Magic! Harry P returns to PS1 in The Chamber Of Secrets



To the surprise of absolutely no-one, Sony Japan has announced that

Harry Potter will be returning to PlayStation this Christmas. Entitled Harry Potter And The Chamber Of Secrets the second instalment of JK Rowling's opus is set to hit stores in December, to tie in with the second film.

Details are sketchy at the moment, but as the first game broke all existing sales records (and the PS1 Harry Potter bundle sold clean out) it's a safe bet that coding duties will remain with Brit super studio Argonaut.

Expect a formal announcement. first screenshots and more news in OPM very shortly. @



PlayStation

GAME CHAR

OPM's Top 10 Game Chart is compiled in association with GAME









IT SHOULD BE

FANCY YOURSELF AS A TOP GAMES DESIGNER, EH? WRITE IN WITH YOUR ORIGINAL GAME IDEAS AND PROVE IT!

CRAZY TROLLEY RACERS BY ROBERT LITTLEMORE, LIVERPOOL

THE CONCEPT

Get ready for the race of your life as you burn past baked bean towers, slide along soft drink soaked aisles and cause chaos at the checkouts in *Crazy Trolley Racers*! You start with a rusty old cage pulled from the river and can progress to the glittering heights of a souped-up chrome plated GTi (Gran Trolley Injection).

• THE PITCH

Forget the skill required to handle a WRC rally car, try driving one of these babies around. There are 20 different supermarkets to navigate and secret locations to unlock, such as the underground carpark and the shopping mall. You can upgrade your trolley using parts from the local scrapyard. Gather speed by riding on the back axle or take out foes with the Trolley Spin Attack!

• THE VERDICT

We've all done it at one time or another. There's nothing like

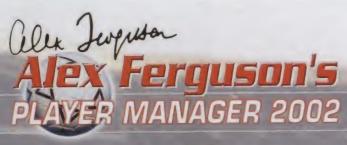


gliding down the aisle of the local Tesco, grinning as you narrowly avoid the cornflakes display. Turning this pastime into a game is the next logical step. There's even the possibility of a *Tony Hawk's*-style sequel to keep the publishers happy. If you could get Dale Winton to do the commentary we reckon you'd be on to a winner here Robert.

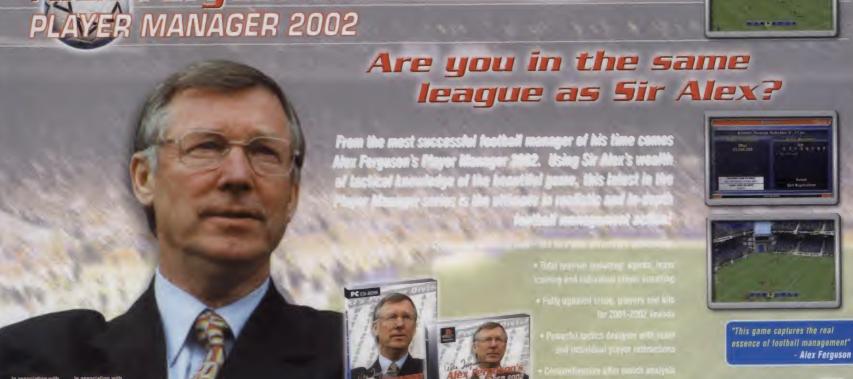
TO THIS...

Want to see your game ideas brought to life? Send them to the address on page 4 and you could win a framed copy of *OPM*'s version of your design!









Words, Lee Hall/Richard Keith

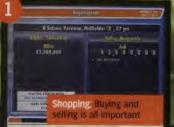


FERGUSON'S

With the Man Utd supremo about to unleash a new version of his impressive management sim on

the world, OPM has gone undercover and unearthed these hand-written notes from the man himself* and then asked Anco founder and Player Manager creator Anil Gupta to explain what they mean.

*In this case 'the man himself' isn't Ferguson. It's OPM. They could be Fergie's notes. They're not, though.



"If I took over Manchester United I would immediately sell Beckham and many other players, not Giggs. Some managers will pay crazy prizes for Beckham, but I know you can find bargains out there. For the price of Beckham I can have two brilliant midfielders taking half the wage."

sell Beckham? Erom?

who are the best strikers? Cole? Yorke? sheringham? scholes? Nistlerooy?

What about those loading times, then?

'High spirits' attribute? What does this mean for the team?



"It is crucial to find the right pair of strikers. Think of Keegan's Newcastle side. Andy Cole's great at finishing, and Peter Beardsley is a totally different player. You don't want players who play the same up front. So you want a passer who does not shoot so much to feed your main goalscorer."



"Loading times are still being worked on. Every time a game comes out you write about the loading times, which is unfair. We have managed to not have them all the time, but they do still occur. They're inevitable because we're pushing the machine to the limit."



ANIL GUPTA

Anil, the man behind Anco. and *Manager* games (see page 26) and *Kick Off 2002*. Anil

talent for spotting young programmers, and making them into top developers.



"If you get a player with high spirit he will chase the ball. You don't want a central defender with high spirit and stamina because he is likely to leave gaps in the defence. Think of Philippe Albert for that Newcastle team (see 2, above). He would run after the ball and take it forward, giving too much space for the opponent's attackers to run riot."



"We showed this game to Bobby Robson at Newcastle and he said, 'It doesn't work like that.' Leaving aside the stats – which means you have to work out how good a player is by looking at a spreadsheet – he said, 'The actual games aren't like that.' Yes, but if we had a totally realistic game of football it would be damn boring! So there's more action. If it was totally realistic it would not be worth watching."



"The players used to run without the ball when you instructed them to. But they would go so far away from the player with the ball that their position was useless. Now we've made sure they only try to run when you get the ball in the opposition's half."



"I need to watch about six games to understand how my team is working together, and then I watch the scanner. The scanner is also useful when you want to see how your team settles in."

Is this like real life?

- note to self, ask Bobby R

who plays where? What does this new

'R', L' and 'C' stuff mean?

Must be better at running with the ball

And crossing for that matter

Always watch the games

What does Martin think about it?

What about next year. Shall I retire?

Must ask the wife...



"I think we will make another Alex Ferguson's Player Manager game for PlayStation, because we could not squeeze any new features into this one without losing something from what we already have. Perhaps we can do a version without lower league teams and give people a chance to experience an even deeper taste of management. It is difficult to fit in everything we would like to include."



"We have included a new feature which shows how good players are on each side of the pitch. If, for example, 'R' shows dark they are very confident on the right. If it shows light they are just competent there. If it does not appear at all, then they are poor on the right."



"We have improved considerably on the crossing this year. Now players are far better at reaching the dead-ball line and still being able to put in a good cross."



We showed the game to [Celtic manager] Martin O'Neill and he said his greatest problem was getting his players to concentrate on more than one thing in any one game. Players have enough trouble carrying out one instruction on the pitch!"







THE FACTS



RELEASE DATE APRIL
PUBLISHER EA
DEVELOPER EA SPORTS
NUMBER OF TIMES DAVID
BECKHAM'S HAIR WILL
CHANGE BEFORE THE
SWEDEN GAME: 4

How to win the World Cup this summer – without shifting off the sofa

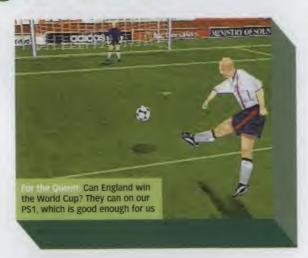


on an England kit and playing up front next to Michael Owen. And for Scottish, Welsh and Northern Irish readers, well it gives you plenty of opportunities to thrash the English...

Taking the redesigned engine that made up FIFA Football 2002, EA has fashioned a new game that enables you to be transported straight into Japan/Korea 2002. While there have been some changes to the game, what you essentially have is a rejigged FIFA Football with some of the kinks ironed out, some new features added and the best excuse for a football game ever... the blinking World Cup.

We popped over the Atlantic to see EA Sports' FIFA development team hard at work on FIFA World Cup 2002 at their fantastic Vancouver base. The version we saw – and the one these shots are taken from – wasn't finished but was showing signs of being more than just an opportune cash-in on the greatest tournament in the world.

As you can see from England's glorious route to the final (what can we say, it's just the way it worked out!), the



development team has crafted on some nice changes, including a new 'star' system, better dribbling physics and some cracking music. The new passing model is still there and it should now be easier to spot passes and runs, especially when playing with unknown teams.

"More than just a cash-in on the greatest tournament in the world"

GroupStage Kicking off in style



→ Oh yes. This is what we've come for. It's June 2 and Sven has picked his team to take on the nation of his birth. Let's get it on

England vs Sweden

Time for the turnips to bite back

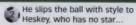


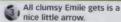
Right off you can spot one of FIFA World Cup's innovations. A handful of the world's best players have, instead of the usual arrow (as with Heskey on the

right) a star above their bonce. So here a bestarred Beckham places a lovely pass to Heskey. The star system works much better for the more obscure teams, such as Senegal or Ecuador, where you usually don't know who the top players are. Spot that star over a striker's head and it's worth a pop on goal if you're in range.



Beckham has a star over his head, 'cos he's a star





STARTING SMOOTHLY

→ Here we go, here we go, here we go. Heskey is clear through (below), nearly fluffs it but still manages to stick it in the onion bag. It's the winner! Player's individual control in FIFA World Cup has been refined from FIFA Football 2002 (see England V Denmark on page 20). That's

enough for England to squeeze through the crucial first game and sets us up for a cracker of a match against the Argies! You get the same draw as the real thing so not winning the group could mean meeting France in the next round.







THE PRODUCERS

FIFA PRODUCERS BILL HARRISON AND SCOTT NEILSON TALK TO OPM...



Franchise producer Bill might be Canadlan

but the man s footie mad "I love soccer, orry football," Ite told OPM and, apt for FIFA's top mart, it's goal-packed footie he loves best. I'm a Spurs fan I love the way they play. They're really entertaining like When they Went 3-6 up against Man U but lost 4-3, they might have lost the game but that was really exciting " As for his own skills. Bill says that when the FIFA team plays they usually stock him in goal these days!

And while he'll be backing England to win ("There's something about the chemistry of the England team. Owen and Beckham. "The thinks France will be eating the big cheese come june 30.

PST producer Scott is backing Denmark for the Cup, the land of his forefathers. He also professed a soft spot for England but thinks the Argles will plp them to the tide

He pinpolints the change in dribbling as the key difference to FISA 2002. The ball physics has been refined and is much more realistic now You get less control of the ball. We are really trying to give you the experience of each individual player las he says this, Heskey stabs one off his shin and falls over, proving the point.

TEAMWORK

WHAT ABOUT WALES, SCOTLAND, NORTHERN IRELAND AND...?



Only 32 teams reached the final stages of the World Cup. That left a few really good sides—Holland, for instance—our in the cold. That doesn't mean that you

can't take them to the ultimate tible though Because eight extra teams are on the FIFA world Cup 2002 roster (not to mention any 'hidden' teams that you might be able to unlock) EA hasn't made up its mind about which teams will be there but you can be pretty sure the Dutch and the UK sides will make an appearance.

NOREA ARAN

The Hand Of God, the Boot Of Becks. we've got to put this one to bed. They might be the best but we can do 'em

England vs Argentina

Beckham gets revenge



The passing model has been kept from FIFA Football 2002. So you have to be facing in the right direction and use (to ease up the power (using the power bar

across the bottom of the screen) and then release the ball. This means you can play the ball into space (in the old FIFA you just pressed & to put it to people's feet all the time). Here our Mr Heskey tries to drop the ball back to Ashley Cole but misses his pass, forcing Cole to sprint back to save the day.



Putting the ball in space can lead to trouble when you're defending



Heskey tries to pick out a back Pass to Ashley Cole.



Cole has to chase down Emile's wayward pass to save the day

THAT TROUBLESOME LEFT SIDE

> You've picked your side - but who plays on the left? The default in the early version we played had McManaman but here we start with Barmby out there. It isn't working so off he comes to be replaced by the erratic Macca. Will it work? Seems to as Scholes poaches one and it's two-out-of-two for England.







England vs Nigeria

Win the game, win the group



Goals are harder to come by in the new FIFA. If you've learned your trade on old FIFAs - rather than FIFA Football 2002 which used the same engine as World

Cup - this can be a little frustrating, but it makes for more realistic, and tense, games. But it also means that the game has more longevity, because the more you play it the easier it

becomes to score goals (a simple formula that the old FIFA used to ignore a little too much for our tastes). Below, Owen pounces on a defensive mistake and slots the opening goal. past a frankly - rubbish Nigeria keeper. And then the flood gates are well and truly open.

With three wins out of three, England march into the knockout stage. If only it could really be as simple as this...



Knockoutstage

Now it gets interesting

In FIFA World Cup 2002, you don't necessarily always play the team you'd think would come through the group stages. To make things more interesting you'll meet different teams on different days.

MUSIC OF MY MIND

IT IS GOING TO BE EMOTIONAL



One thing that is obviously different

World Cup to any of its predecessors is the ingame music. Rather than Robbie Williams belting one out, or assorted Ministry Of Sound-style beats ramping up the action, there's an original and uplifting classical music-style Soundtrack. The tune has

been especially scored for the game and will be recorded by the Vancouver Symphony Orchestra. FIFA tranchise producer Bill Harrison says, "The music should evoke your emotions We wanted to get over the importance of the World Cup, to give players a different experience. The World Cup is incredibly exciting and we wanted the music to portray that as well."

OPEN SESAME

WINNING IS REASON ENOUGH IN ITSELF, OBVIOUSLY, BUT IT'S NICE WHEN YOU GET STUFF TOO



Winning the World Cup is the pinnacia for any footballer it s also the point of picking up and playing a World Cup game in the first place. But unlike the players you

don't get to run around in front of millions holding the Cup aloft. And for us gamers, telling the lasses that we've won the World Cup rings a little hollow and gets you nowhere flust ask Nellis.

So developers usually add a little hidden surprise or two for winning stuff in footie games. FIFA World Cup 2002 should be no different. Bill and Scott (see The Producers on page 18) were tight-lipped about what the treats would be but did say there "was every likelihood" that there'd be classic teams and the like to unlock.



Player control has been made a little more realistic

Less skilful players can lose the ball as they try and run with it

But our boy Gerrard has no problems cutting through



 Winning the group gives you a much better draw, avoiding France in this case.
 Bring on the Danes

SECOND ROUND

England vs Denmark

Viking, shmiking



One of the big changes EA has made to the FIFA model is player control. Rather than have the ball stuck to their feet, players knock it in front of them as they dribble.

So a lot depends on how good your player is, If you've got a plank like Neville or Vivas with the ball, he'll soon shin it too far and the opposition will pick it up. But with a star player, such as Beckham or Veron, your control is much tighter.

FISHING WITH CHIPS

→ Scoring goals can be tough, but one of the best ways to finish is to race in on the keeper and chip him as he comes out at you. Here Owen uses this pace to get past the defence and then waits for the keeper to act before deftly touching it over him with a quick press of ⊚ to put the finishing touch, so to speak, to a cracking 3-1 victory for the boys in white.







With the score still level, Japan break through down the left

Neville tries to cover Cole but goes in a little clumsily...

Oh dear, it's a straight red and England are down to ten men



→ The Japanese have delighted the nation by reaching the quarters. It's definitely time to put a stop to that...

QUARTER FINALS

England vs Japan

Home advantage



The more realistic engine on the modern FIFA (aka FIFA 2002 and World Cup) also uses more realistic refereeing decisions. Gone are the days when almost

all mistimed tackles ended with a red card. But if you insist on the sliding tackle, you will fall foul of the man in black on occasion, as Neville does here. As with most things in FIFA, you can set the ref's level of harshness in options.

SCORE ONE MORE

Once you get the hang of using to and to swing the ball your goal-to-shot ration goes up, especially against human opponents. Get used to swinging the ball into the corners. It's not always this easy, mind, as the games certainly seem to get harder the further you progress through the tournament. We're rocking here and Japan get a tonking.







SEMI FINALS

England vs Argentina

They're back for more



There are loads of customisable things in *FIFA World Cup 2002*. From camera angles (not just set types, either, you can fiddle with the height and positioning of all

of them) to player positions, from the passing system (turn it off if you want a more old skool FIFA feel) to in-game tactics. Here we decide to play three at the back to nullify the Argies' dangerous attack.

And as you can see (right) it works – with the help of a penalty shoot-out. And England have seen off the semi-final penalty hoodoo that has plagued them since 1966. If this really happened the country would be going crazy. Scotland, Wales and Ireland would, on the other hand, be refusing to turn on the TV, or read English-based newspapers. The great things about videogames is that this happens all the time. Only instead of Wales etc, it's your mates who have to suffer as you crow for England over your exploits.



Having knocked out France and Brazil, Argentina deserve another crack at England



TO THE WIRE

→ As in the real thing, games have to be decided on the night. So you get extra time and penalties if no one can break the deadlock. Here the Argies get a late equaliser but for once England's nerve holds in the shoot-out.







Knockoutstage

Now it gets really interesting



→ We've done it! We've got England to the World Cup Final for the first time since 1966. And all we have to do is beat Mexico to win the whole darn thing THE FINAL

England vs Mexico

Are we dreaming?



This is a final and you should at this point have picked up all you need to know. You'll know your star players, and you should know who plays where. You

might even have an inkling of what it feels like to play in a World Cup. What you can't do, though, is expect to win just because it's Mexico. This is a final, after all, and they'll be raising their game. Nice goal (below).

GLORY, GLORY DAYS

We've learned quite a few things playing this early version of the game and falling behind to an early strike is nothing to get worried about. Using our star players (Owen, Beckham, Campbell et al) we play that ball around, using our strengths of passing accuracy and speed (Owen is really, really fast). The

equaliser is a long range effort from Beckham, with plenty of swerve and power that just evades the keeper's dive. The winner is a well-worked England classic in the dying minutes. Scholes spots Owen's run and slips a ball into his path and from then on it's all about pace as he outsprints the pack with (a) and fires home with (a)









With Neville still missing England are a bit frail And Blanco is allowed to sneak through and has a pop

it's just too good for our Dave, that'll be plenty of a swing going on

WE ARE THE CHAMPIONS!

→ This is what it's all about. Winning the thing. But unlike if this happens for real on June 30, we get to do it all over again. And not just with England, now it's time to give Costa Rica a go, or Croatia, or Senegal perhaps...

Winning the main tournament should also open up other teams for you to play as. While EA is being tight-tipped about that at the moment (see Open Sesame on page 20) you can be pretty sure that you get more than just watching your virtual team running around the Yokohama Stadium waving a virtual cup. If not, there may be some longevity problems with FIFA World Cup 2002. Check out next month's review for the full low-down on this.





10,000euros!

OPM IS GIVING YOU THE CHANCE TO WIN THE WORLD **CUP AND POCKET OVER £6,500 IN PRIZE MONEY!**



The World Cup Virtual Challenge, to be held in April, will pit 64 tip-

top FIFA gamers from around world in a World Cup-style tournament to find who is the Virtual World Champion.

The event will be held at the first ever custom-built

virtual stadium, being created right now at Pinewood Studios - the home of the James Bond films just outside London.

> To qualify as OPM's entrant into the Virtual Challenge you need to prove that you're good enough not just to enter this tournament but to win it! To do this you're going to have to strut your stuff on FIFA Football

2002 - which uses a very similar engine to FIFA World Cup 2002. Playing as San Marino you have to put as many goals as you can past Argentina. Not an easy task

To be in with a chance of winning you must be free on Thursday, April 18 and your entry MUST REACH THE OFFICE BY FRIDAY, APRIL 5.

send your entries to: World Cup Compo, OPM, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW. Entries must be clearly marked with goals scored on the videotape and they must reach the office by Friday, April 5 companies can enter. Usual rules apply (see page 99)



OF PL

Use FIFA Football 2002.
Only goals scored in normal play count (no extra time or penalties) settings) are as follows Four-minute halves Three substitutions Select Play Now and pick San

Marino (UEFA) and Argentina (CONMEBOL) You must play as San Marino and the CPU as Argentina. You must video not only the game, but the setting up process so we can see you are using the right options (see page 95 for details on how to video 95 for detail your game).

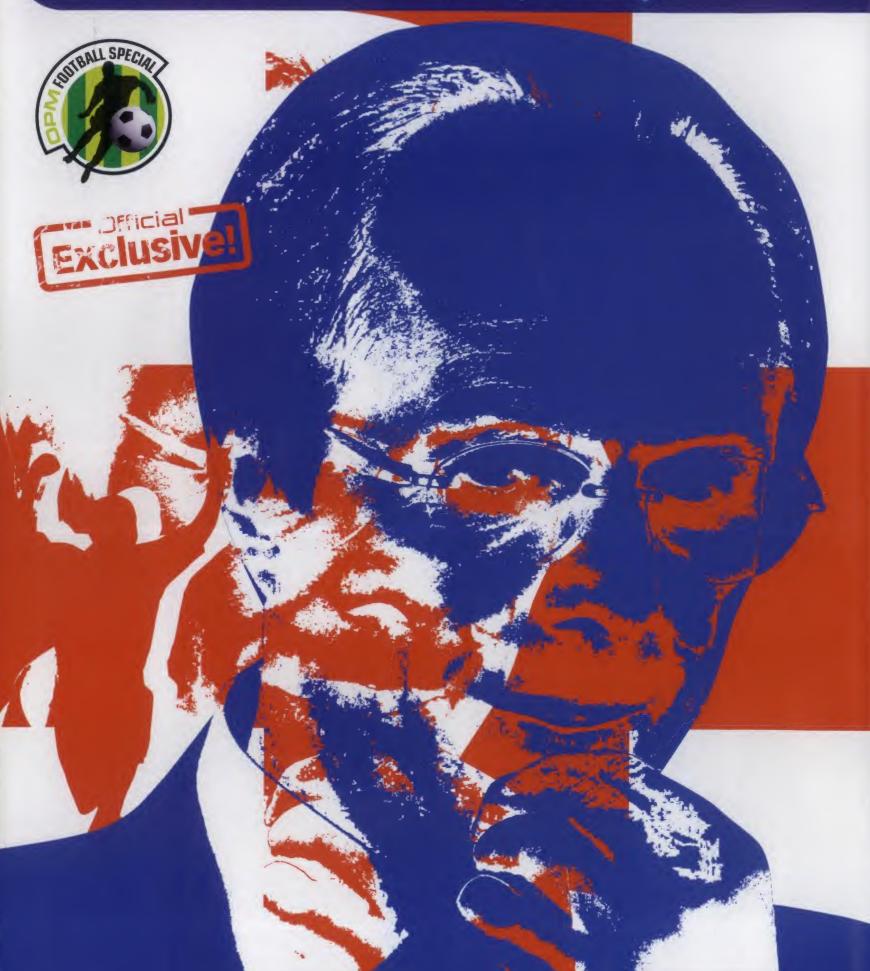
The power will be unleashed on March 18th 2002. Available to buy on DVD now at WOOLWORTHS







PREVIEW SPECIAL
Sven-Göran Eriksson's World Cup Challenge



PREVIEW SPECIAL Kick And Rush









SVEN-GORA ERIKSSON WORLD CUP CHALLENGE

Fast and furious, could Sven's arcade game be the one to finally out-muscle ISS and grab FIFA by the 'nads?

THE FACTS'

DEVELOPER ANCO PLAYERS ONE TO FOUR

WWW.ANCO.CO.UK



Footie on PlayStation is missing something. Sure you've got the superlative

there's nothing that really gets remotely close to the blood and thunder thrill of the British game.

Until now that is. Because with Svenexperience that our console has ever

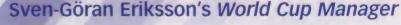
much for the World Cup being a festival

the nearly-3D world of Sven's World Cup top-down classic Kick Off 2. (A derivative should play on this month's disc.) And like Kick Off 2, Sven's Challenge plays at the same simplistic control mechanism. It's one-dimensional but addictive

Cup Challenge should be easy as you and trap the ball. The reality is

overhead volley in Sven's World Cup Challenge demands the sort of timing Challenge is also uniquely tough, and don't get us started on how difficult it is wandering off in a completely different way to success. But make no mistake, Sven's World Cup Challenge is an unusually tricky title.

Still, Sven's Challenge presents you patience. It's entirely up to you whether also a cup designer that will allow you to create your own tournaments from





As well as the arcade thrills of World Cup Challenge, Sven's also putting his name to a new

management game. World Cup Manager pits you in the England hot seat just days before the first qualifiers start.

The game starts with you picking out the 60 most promising players in Britain and then over the course of the qualifiers whittling them down to your final 23.

Unlike most management games then, the focus is on training and team building and it'll be down to you to sort the players who can make it at the top from the Andy Coles.

World Cup Manager represents a nice twist on the usual day-to-day drudgery of management titles and if they can avoid the mammoth loading times that seem to bedevil the genre, it'll be a huge hit. Expect a full preview next issue.

REVIEW SPECIAL

en-Göran Eriksson's World Cup Challenge

OUICKBREAK

Sven himself has said that most goals come from long punts forward. Coming all over like an IKEA Graham Taylor, in fact. But to be fair, testing the keeper with a powerful shot from distance, then trying to poach the rebound is a more than workable tactic.



HEAD

Heading the ball is all a matter of timing. Hit & at the right time and you'll gracefully power the ball into the net. Get it wrong and you'll come over all Akinbiyi.



VOLLEY

Critics are always blasting Sunderland for their one-dimensional "Niall Quinn flicks it on, Phillips volleys it in' attacking style. But in Sven's World Cup Challenge, it works, it really works.



BUILD UP

(X) Midfield Generals

Although you won't master it easily, with practice and patience you'll be able to pull off the sort of relentless attacking passing that characterises Arsene Wenger's Arsenal.



Get stuck in: Forget the subtle pass and move of ISS, Sven's Challenge is all about frantic action. And there are a million ways to pepper your opponent's goal...

Challenge is an old skool arcade game at heart. Much more Football. The Game, certainly depend on how the multiplayer

Scott Anthony

boss the game. We show you how, and how not to



In SGEWCC the course of a game can change in a matter of seconds



If you can control the middle of the park, you can

Get the midfielders' positioning right and they'll flick the ball on to your strikers

It's more likely your opponents will bring the ball down though

Alternatively, it's all too easy to mess things up totally, à la Blanc. 1-0 down

ADVANCE WARNING!



Madly addictive

Old skool kicks



- Unforgiving controls
- One dimensional A bit long in the tooth?

Kick Off aficionados will love it. Everyone else will stick to ISS



MORE. WWW.UBISOFT.CO.UK

ET: Interplanetary Mission

BT's fave extra-terrestrial is about to make the PS1 his home...



TAKE ME HIGHER

One of ET's most useful powers is telekinesis. It enables you to manipulate and reorder the environment without putting ET in any danger. You also get to play around with the little alien's heart pulse (which can stun enemies), and his famous glowing finger which you can use to bring dead flowers into bloom. Ahhh...



BRAIN STRAIN

The puzzles in this early version of ET are rarely brain scratching. Many revolve around the 'take object A to point B via gate C' dynamic so beloved of game developers everywhere. Unusually, though, many of the keys/objects that you need are alive and you have to catch them before they are any use to you. Not easy.



In his day, ET was bigger than Pokémon, Pop Idol and Pringles But that was 20 years ago, and now, as ET is re-

released in the cinema as part of the anniversary celebrations, Ubi Soft has to convince us that he matters again.

As it turns out, the Parisian publishing house has set Spielberg's alien loose on a weird 3D puzzling environment. Each stage of the game sets the tiny extra-terrestrial some planet saving task. Things are never that simple, of course. There are obstacles to be navigated, head-scratching puzzles

and a fair bit of adventuring too.

To make matters more interesting there's a selection of bizarre villains out to get him. Couple these with the unusual moves (see Take Me Higher) and it's no exaggeration to say that the game has an authentically alien flavour.

On a slight negative note, the game doesn't seem the biggest and the early version we saw fails to endow ET with his trademark cuteness, which will surely be crucial to the title's appeal. We're hoping though, that Ubi can smooth the way for ET's return to planet earth, ready for us to phone home with the review next issue.

Scott Anthony

ADVANCE WARN





ET's a huge licence Timeless gameplay

Easy to pick up and

POINTS

 Not the biggest game Rough looking graphics

A tad predictable?

OFFICIAL PREDICTION

It might not be out of this world, but worth a look

Official UK otation

PANZER FRONT BIS



"The kinds of thrills that only come from patience and good planning" Page 32



Also Rated

Alfred Chicken

A platformer with a feathery twistp.36

Striker 1945 II

Retro arcade warmongeringp.42

Westlife Fan-O-Mania

The Irish popsters launch their assault on PlayStationp.42

Grand Theft Auto 2

This freakin' mental arcade driver gets a budget re-release p.52





USA RACER

"A tiny step sideways for PlayStation racing, but a giant step forward for the Racer series" The third Racer instalment on page 38





PRO EVOLUTION

"One of the finest multiplayer experiences you're likely to encounter" Want to play the beautiful game? See page 40



CUBIX

"Choose the lethal duo and expect a modicum of fun to ensue" Check out the racing robots by skidding over to page 44 NOW!

Introducing Scott

Scott Anthony joins OPM as dep ed, but who is he?

54-year-old Scott arrives at OPM to fill the shoes of the now departed Lee Hall. The man with a mile-wide grin has previously

worked on Badger Baiting Monthly and What Jumper? and his favourite pastime is getting beaten at footie games.



TEXT MANIAC Stuff you love... stuff you hate... and everything in between page 60

△Honest ○Hard-Hitting ⊗Entertaining ○Essential



All you need to know...

OPM's reviews are the best you'll read, here's why..

Actual Screens

We capture our own screens to show you every aspect of each game we review That means what you see is what you get, warts and all

The Facts

Who's making it, when it's out how much it costs, who to badger about delays. In short, an indispensable run down of the important stuff

Spot-on Analysis

We eat, sleep, drink, swill and Combat 2 to Worms, you name it, we've played it, experts. We prefer the latter



Delving Boxouts

We celebrate the coolest bits or annihilate the most toecurling moments, picking out parts that sum up the game, for better or worse

You Can

The bare essentials every gamer must know. If you're pushed for time, check out this quick reference to the nuts and bolts of gameplay

The Verdict

Straight to the point. We sum up the key features of the game - graphics, gameplay and lifespan - before rating the game out of ten

Ratings

The score out of 10 indicates just how much fun a game will be. See the guide below for more on our system



We don't just pluck those numbers out of the air, y'know. Here's a handy guide to the reasoning behind every OPM review score...

- 10 Awarded to games that the way you think about gaming Awarded to games that change
- 9 A truly exceptional game. It will make you drool and pant heavily
- 8 Very, very good. A 'must have' addition to your collection
- A great game with a few minor irritations, but still a worthy buy
- Playable, fun at times, but spoilt by 6 glaring errors or omissions
- 5 Bland, unoriginal or flawed. Just about worth buying if you're a fan
- Hampered by problems in gameplay 4 and/or lifespan. Below average
- 3 Poor. Not even worth renting, it's entertaining only in fits. Usually yours
- Turdus maximus. A blip of gameplay in a mire of sludgy bum muck
- 1 Flat-liner. Barely a game at all, more a form of virtual stroke

Don't Miss...

The Beast Of Justice



In which a big nasty man tucks into Barbie Explorer, plastic bits

The Knowledge

Want to know which games rule the roost? Fly hither for expert

Bargain Hunter

The month's selection of cheap and cheerful re-releases

Control Freak

A keen sense of smell is required for peripheral testing and boy does the Freak smell!....



ByteBack

Another month, another serving of weird and wonderful letters from you lot

Game Aid

Dishing out the hottest tips in the known galaxy.....

→ Meet the OPM reviewers... not a pretty sight, we grant you, but these boys know their onions



Richard Keith Fave game this month: Metal Slug X purple! Sorry about that bos



Scott Anthony Total Soccer (Yaroze) Total Soccer rivalry with Nellis but



Nick Ellis Fave game this month: Total Soccer (Yaroze)



Mike Jenkins Fave game this month Final Fantasy VI We've worked Mike so hard this month that he's had to give up his



Martin Moore Panzer Front Bis the 23rd bloke to be sho



Dave Jeffrey Fave game this month: Final Fantasy VI



Al Bickham month: Panzer Front Bis birthday in style this month, taking













Achtung baby! It's back to the eastern front for more heavy metal mayhem. Bring your earmuffs...

"Sie vergeuden munition! Sie sind ein dumkopf!" Eep! That was our German Panzer Commander. He's calling us an ammo-wasting thickie - with, admittedly, good reason. All we've done so far, you see, is make lots of noise, give away our position and blow up a few houses. Heh!

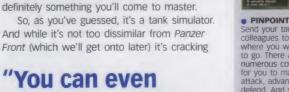
You'll hear a lot of this kind of business when you first play Panzer Front Bis. As any fan of the previous Panzer Front (OPM71 9/10) will tell you, it's no shoot 'em up. When you're sitting in 20 tons of

steel box with a big gun nailed to the top, you can't simply point at your target and pull the trigger. You need to judge the distance to the enemy, carefully adjust the range-finder, fire a ranging shot and take it from there. Not an easy task when you first begin, but it's

And while it's not too dissimilar from Panzer Front (which we'll get onto later) it's cracking

"You can even design your own tank insignias"







Send your tank-riding colleagues to exactly where you want them to go. There are numerous commands for you to master attack, advance, defend. And you'll need to know exactly how they all work to get the best out of the game and your loyal pals.

good fun. As the driver-cum-gunner of a fairly vast number of historical tanks, you'll experience the kinds of thrills that can only come from patience and good planning. Picture it... it's a wet and rainy evening in 1941, and you're leading five Panzers against the French front line. Just across the hill, there's a fortified enemy position, with an array of different units including anti-tank troopers, field guns and other tanks. How you proceed is up to you... but there are definitely right and wrong ways to go about it.

Gas it over the hill with your cannon booming, and you'll be little more than a smoking wreck in seconds. Now, here's where the mini-map comes in. Pause the game, and you'll get an overview of the battlefield,









"It's hard to see *Panzer Front Bis* as a true sequel, though"

upon which you can draw attack-plans and order your buddies around. For your part, you might want to sneak around the side of the hill and send a high-explosive shell into the group of soldiers. Or you might order your comrades to assault around one side of the hill and draw enemy fire while you nip around the other flank and shoot at the enemy's unprotected rump. That's the beauty of the game; it gives you options. It lets you play

the way you want to, and when your carefully laid plans come to fruition, victory tastes all





The mission construction mode is a brilliant addition. It lets you knock up your own scenarios, planning everything down to the finest detail. Fancy re-creating Dunkirk, with half the German army bearing down on a few allied forces scattered about? That's your call. There are tons of variables to twiddle, such as weather, starting positions, enemy AI, the communications you receive from HQ... you can even design your own tank insignias. It's simply jam-packed with options, no question about it.

It's kind of hard to see *Panzer Front Bis* as a true sequel, though, simply because everything that was in the original game is here, right down to the missions. If you got anywhere with the original, you'll find yourself re-treading a hell of a lot of old ground. But the bottom line's the same whether you're new to the game or not: it's still an ace strategy/action battler that'll take you ages to complete, and you'll have a whooping time while you're at it. If you've been there and done that with the original, we reckon you'll dig the ten new missions, construction mode and vast array of new vehicles. Just expect to see a lot of old stuff, too.

Al Bickham

You're the boss

You get to order your comrades around the battlefield, and spearhead operations. Who could ask for more?



ENEMY SIGHTED!

At the start of any mission, you'll need to make sure your men are going the right way. Pull up the tactical map and issue orders.

Enemy spotted! They'll start popping as soon as they see you, so keep moving. Take note of how far away they are, too...



FIRE!

When you've taken up a suitable firing position, you'll want to make sure your nose is facing the enemy – heavier armour on your front, y'see.

When you're all lined up, you'll want to switch to the gunner's view. Here's where you aim the barrel, calculate the distance and do the business.

YOU CAN...



LISTEN TO THE BOSS In the heat of battle, when it's all big booms and clouds of smoke, it can be kind of hard to make out what's going on in the distance. Listen to your Tank Commander. He'll be using his binoculars, and will tell you when you've hit or missed. And he really doesn't

ike it when you miss

VERDICT



- GRAPHICS 7Crumbly in places, but quite workable
- GAMEPLAY 9
 An action game with true depth
- LIFESPA∏ B Loads of missions, lots to do

OVERALL

Even if you completed the original, don't be afraid to shell out on this





One night, One club. One question: What do you know about cocaine?





ALFRED CHICKEN

More chicken roast than chicken tikka: bland and lacking any real spice



OUT 12 APRIL PRICE £20 PUBLISHER SONY DEVELOPER MOBIUS AGE RATING NONE PLAYERS ONE TEL 0207 859 5000

LIKE THIS? TRY THESE ...

APE ESCAPE Getting on a bit but still the best platformer on PlayStation

SPYRO 2: GATEWAY TO GLIMMER OPM52 10/10 Free roaming 3D world that's fun all the way



mustn't he? Hmm...

Let's be frank, a red rooster with all the personality of stale bread is hardly an inspiring character for a game. Yet, this big-bonced little chicken has a fair number of titles under his belt on multiple formats, so he must be doing something right

As with a certain kind of old skool platformer - think Mario or Sonic - that Alfred Chicken strictly conforms to, there's a simple story behind the game. Alfred's girlfriend is being held captive by the evil Mekka Chicken. So your task is to bounce your way to his stronghold and get medieval on his poultry ass.

As always, this is mere fluff and what really matters is the gameplay. And, as with the storyline, what gameplay we have in Alfred Chicken is platforming by numbers. Like the bird himself, the game is nothing we haven't seen

before. All the tired old elements of platforming are here: avoid enemies, collect stuff, solve a puzzle or two, negotiate platforms of various descriptions to progress through a level. All these things are executed with a reasonable level of competence. The trouble is that for the majority of the game you'd have to be chickenbrained not to know what's coming next, as you basically repeat the first level, albeit with the occasional new feature being added, as you progress. There are no surprises, nothing in Alfred Chicken is going to make you sit up and take notice. You just plod through the levels with only a mild dose of the just-one-more-go syndrome to keep you at it.

The graphics are suitably big and bold and Alfred is easy enough to control, responding appropriately to your commands, but it's not enough to satisfy. Alfred Chicken is begging for something new and refreshing, something that

"You'd have to be chicken-brained not to know what's coming next"

stretches the genre. Yet from the moment the credits roll you know it's not going to happen.

Die hard platformers and new PS1 gamers will get some enjoyment out of this competent title but for those looking for a game of quality, steer well clear of the little red rooster.

Mike Jenkins

VERDICT



GRAPHICS 5 Colourful in an average kind of way

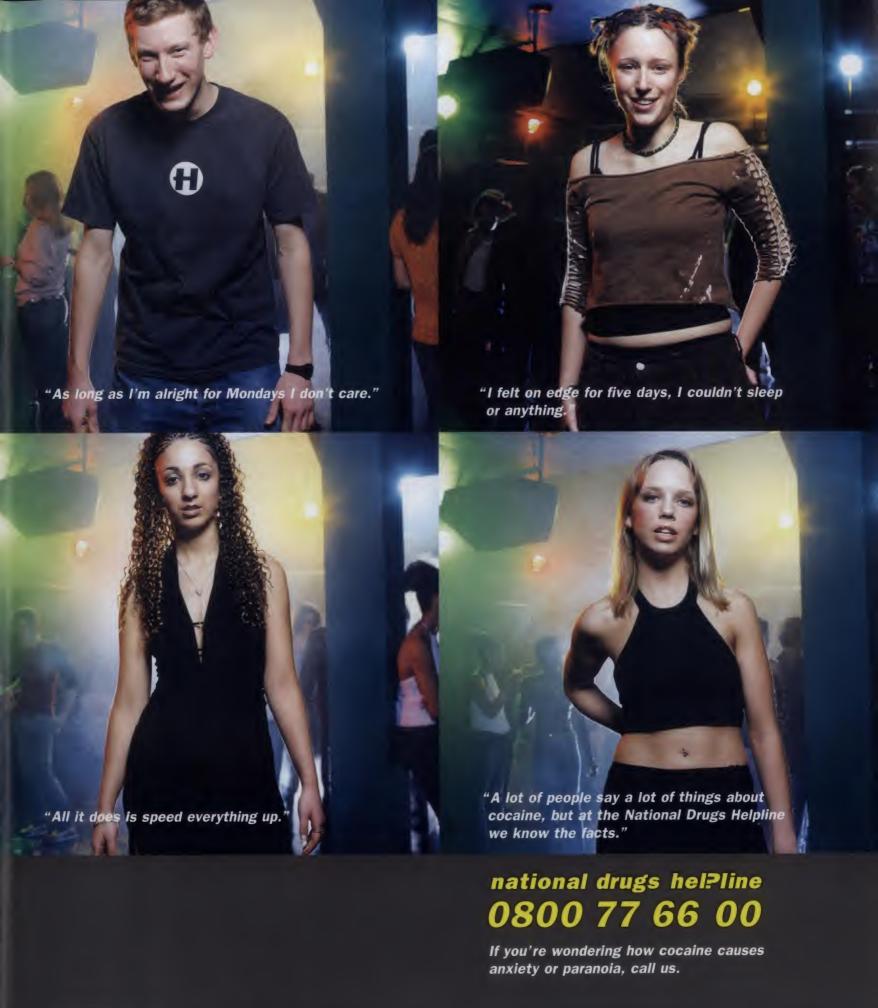
GAMEPLAY 5 Platforming by numbers

■ LIFESPAΠ 4 You've done level 1, you've done all 11

OVERALL

Nothing more than short burst of competent, unoriginal platforming













USA RACER

As nutritious as a Maccy Ds and as brainy as Britney

THE FACTS



RELEASE DATE NOW PRICE £13 PUBLISHER KOCH DEVELOPER INVERSE AGE RATING NONE PLAYERS ONE TEL 01256 707 767

LIKE THIS? TRY THESE...

WORLD'S SCARIEST POLICE CHASES OPM76 9/10 A pleasingly pulp-ish PlayStation racer

DRIVER OPM44 9/10 Still the arcade racing daddy



America, land of the free. And in USA Racer it's a land of metal cacti, concrete hedges, teleporting lamp-posts and buildings that appear in chunks as you drive towards them too. Technically there's no getting away from the fact that this is a very poor game.

But we live in very strange times. In OPM80 we awarded a game in the Army Men series its first reasonable mark. And despite its manifold flaws, USA Racer, the third in a series of racing games of quite lamentable quality, (London Racer OPM66 1/10; Europe Racer OPM77 3/10), is a vast improvement on its predecessors.

Like its brethren, USA Racer pits you in a ker-azy racing championship with each two lap stage taking famous US landmarks as their setting. Simply pick your driver/car combo from a motley collection of American stereotypes - a

fat Larry Hagman-esque Texan oil baron, a gobby New York cabby, an 'actress' in short leather skirt and bra from LA - and before you can utter "have a nice day", you'll be smashing over road signs and collecting bog-standard power-ups.

In truth, the competition can be enjoyable. Just like Gran Turismo, you race to earn money and then spend your hard-earned cash tweaking your car's performance. Unlike Gran Turismo, though, there are only ever three other cars on the road to race against.

Your rivals aren't the brightest either. All-too frequently they trash their cars mid-race leaving you a leisurely pootle to victory. A further problem is that the routines of the civilians and police that clutter every track are rigidly pre-set. Exactly the same colour cars always appear at exactly the same corner on every lap. Hardly intelligent AI eh folks?

"At last, we have a Racer game which is actually (gasp!) playable"

But for all these problems we welcome the fact that, at last, we have a Racer game which is actually (gasp!) playable. Accept the fact that it's a budget B-list title and it's enjoyable too. A tiny step sideways for PlayStation racing then, but a giant step forward for the Racer series.

Scott Anthony

VERDICT



• GRAPHICS 3 All manner of glitches and ticks - poor

GAMEPLAY 4 Derivative Driver/GTA-a-like

● LIFESPAR 4 Easy but with unlockable extras

OVERALL

Fun for an evening maybe but it remains a little below par





THE REPORT OF THE PARTY OF THE

2000-02

Who's going to be on your side?



STARTER PACK

BUILD YOUR OWN TEAM You're the manager - now it's time to test your skill with the ultimate footie game. Starter packs contain everything you need to play - then start to build the perfect team using boosters packs. It's the ultimate football strategy game. Available at Newsagents are rewhere.

ALL THE TOP PLAYERS BOOSTER PACK

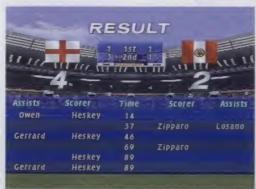
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C Wyards of The Costs The FA France Local Cities FA Printer Little (1881)







THE FACTS



OUT NOW
PRICE £30
PUBLISHER KONAMI
DEVELOPER KONAMI
AGE RATING NONE
PLAYERS ONE TO EIGHT
TEL 0208 \$82 5573

LIKE THIS? TRY THESE... ISS PRO EVOLUTION 2 Divine football sim that's never likely to be bettered OPM69 10/10

FIFA 2002 EA's fully licensed and much improved kickaround OPM26 8/10

PRO EVOLUTION SOCCER

Cynical foul play tarnishes Konami's beautiful game. *OPM* gets its red card out...



Humankind, a billion years in the making. Scaling down those billion years into one single day, we squelch out of the swamps around dawn, stand up straight

and get a haircut by teatime then invent football and videogames just after *EastEnders*. That's evolution that is. Quite incredible, but not as incredible as Konami's utterly disgraceful *Pro Evolution Soccer* con-trick.

With the word 'evolution' in the title it's not unreasonable to expect that this distinguished football franchise has, well, evolved. Not so my friends, PES is almost identical to the sublime ISS Pro Evolution 2 (OPM69 10/10), the Pele of PlayStation footie games. This is great if you don't already own ISS PE2 and you're looking for a brilliant football sim (and PES most

definitely fits that bill) but if you're an existing *ISS* freak, the game is nothing short of a rip-off. Pretty much all you're getting here is a change in the box cover art, a new intro FMV, updated squads and some new kit designs.

Pro Evolution Soccer was the name given to the recent PlayStation 2 version of ISS and is essentially the same game as previous incarnations on PS1 but with the obvious graphical advances and plenty of gameplay refinements. For example there's an improved



one-two passing system and an encyclopedia of new player stats. SO WHY THE HELL COULDN'T THEY PUT THEM IN OUR BLINKING VERSION? So... very... angry.

With spleen duly vented, let's move on to the more important matter of why PES and the ISS franchise is undeniably the best footie on the PlayStation playing field. Put simply, it's as close a representation of the real thing as you're likely to get. Intricate passing moves, cunning through-balls, thunderous shots and acrobatic saves are all in there, as are contentious refereeing decisions and limb-snapping tackles. No two games are ever alike, you'll rarely score the same goal twice and

"With the word 'evolution' in the title it's not unreasonable to expect that it has, well, evolved"





those you do score, more often than not will

PES/ISS is also one of the finest multiplayer

experiences you're likely to encounter, providing

of course that you dig football. Here at OPM we

never tire of whipping out the multitap for a

rivalries have steadily grown to Man City/Man Utd proportions. If you don't fancy going head-

to-head you can always play on the same team,

Although the ISS games lack the official

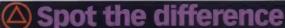
Electronic Art's FIFA series, there are plenty of

licences you find in other games, especially

spot of two vs two during lunch times and

which is equally satisfaction guaranteed.

have to be worked for and skilfully crafted.



You're a better person than any of us if you can



1. Here it is then, ISS Pro Evolution 2, as near a perfect football simulation as you could hope for on PlayStation. Graphically, the textures may not be Michael Owen sharp but the animation is quite superb. We guarantee it will give you endless hours of entertainment and anyone who disagrees is a ponce. So there.



2. Do our eyes deceive us or is this the same game? Either way, it's not so much the graphical similarities that have got our goat but the fact that barely nothing has altered in gameplay. Funny how Konami put the game on the shop shelves without so much as a whisper to the entire gaming industry, don't you think?



3. Here's the England first eleven line-up from ISS PE2. As you can see, Shearer isn't claiming his pension yet and Tony Adams gets the nod over Rio in the centre of defence. Nicky Barmby and Steven Gerrard can be found on the bench. Glance at the two Argentina sides and you'll see it's a revolution in misspelt names.



4. And the first eleven from PES. What a revelation! Heskey, Rio and Ashley Cole all in, the old timers watching the footie at home on the telly. Should you have a hankering for up-to-date squads, you could play around with the player edit mode in ISS PE2, achieve the same results and save 30 nicker

YOU CAN.



find this month's entries Month competition. If you've just got yourself a copy of Pro Evolution Soccer, why not record your best goals on a memory card and send them into us?

Saving your goals is easy. First make sure you've got a handful of free blocks on your memory card before you start playing, then hit @ when you're shown a replay of a goal and you'll be presented with a save screen. For full details of how Fame awaits all

would-be Owens

competitions available to contest. Chief among these is the Master League, which will eat up weeks of your life. Starting out in division two with a squad of mediocre nobodies, you must scrap your way to promotion then launch an assault on the division one title.

Winning and drawing games not only earns you league points but also transfer points. Acquire these, and you can dip into the transfer market to enlist the services of better, more renowned players who'll help attain glory. Once you've lifted the Master League trophy, it's time for international duty in eight separate competitions based on real life tournaments.

This will sound all too familiar to ISS devotees and we're sorry to say that aside from an identical format, none of the little niggles have been dealt with either. For example, the keepers can still only take a few steps after gathering the ball and the commentary remains dire beyond belief.

Konami, we are not amused with your PES poor rebranding.

Nick Ellis

VERDICT

GRAPHICS 9 Outstanding animation = infinite variety

 GAMEPLAY 10 As close to real footie as you'll get

 LIFESPAR 10 Longer than the proper footie season

OVERALL PS's defining football experience and an unmitigated joy to play



But if you already own ISS PE2...

OVERALL

A waste of £30 unless you're desperate for up to date squad rosters



THE FACTS



OUT 22 MARCH
PRICE £8
PUBLISHER MIDAS
DEVELOPER PSIKYO
AGE RATING NONE
PLAYERS ONE
TEL 01279 858 000

STRIKER 1945 II

And you thought the retro war was over?



The games in Midas' Pocket Price range fall into three categories: the unforgivably awful, the thoroughly mediocre and the surprisingly half-decent.

We're happy to report that its latest offering, a quick-fire burst of retro arcado fun, lands squarely in the third category. Striker 1945 II is not, as you might think, a post-WW2 footie sim but an upward scrolling 2D blast 'em up.

This supermarket special is set just after the

end of WW2, just as an alien force launches an assault on the already war-ravaged planet. Having no choice but to band together to save the Earth, Axis and Allies combine air forces to repel the invaders, giving you the simple task of blowing everything that appears into oblivion.

There are six WW2 aircraft to hop into for the fight. Aside from rockets, missiles and lasers (pretty tasty for 1945 huh?) each craft has a support weapon that can be called upon when you face bosses or the screen is too rammed with belligerent missile-spewing bogies.

Gameplay is repetitive and uncomplicated but it has that playable quality often found in old skool games. Graphically it desperately shows its age and the eight missions will only take you half an hour to polish off. However, with six different aircraft, a two-player mode, variable difficulty levels and a high-score table, there's plenty to keep you coming back for more.

NICK EIII



PlayStation

GRAPHICS 5
 Agreeable but ancient 2D paintwork

● GAMEPLAY 7
Simple, addictive and explosive fun

● LIFESPA□ 4
Too short, even for eight quid

A decent retro blast while it lasts but shallow by today's standards







THE FACTS



RELEASE DATE NOW
PRICE £20
PUBLISHER THQ
DEVELOPER RUNECRAFT
AGE RATING NONE
PLAYERS ONE TO FOUR
TEL 01483 767 656

WESTLIFE FAN-O-MANIA

If only the game were as funny as the title



Remember *The Simpsons* episode where Krusty realises how much commercial tat he's been endorsing and weeps at the way his name has been

shamelessly prostituted for profit over the years? Well, although boy-band Westlife haven't quite reached the dignity trough of Springfield's number one entertainer, this excuse for a game is definitely a landmark on the way.

Nestling in some of the lamest graphics committed to CD-ROM, WFOM is meant to be an exciting tour of the band members' virtual lives from the tour bus via the hotel to the live performance. What this translates as is several hundred multiple choice trivia questions based loosely on those locations. Rack up enough points and you unlock various clips of the boys in action. Dreamy, huh? Think again. The music video clips are laughably short, and as for the specially filmed interview snippets? When they feature one of the lads repeating the correct answer you just selected on screen virtually word for word, even the most hormonal of fans is going to start to feel a bit cheated.

There's no gameplay to speak of. You don't even get the correct answers to questions you got wrong. In short, it's hard to imagine anyone being satisfied. If you are a Westlife fan buy a concert ticket instead. At least you'll have something to remember for your money.

Paul Fitzpatrick





GRAPHICS 1
When did animation go out of fashion?

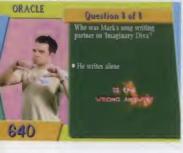
● GAMEPLAY 1
Technically a game, but only just

● LIFESPA□ ≥
There are clips to unlock. Hooray

OVERALL

Regardless of your musical politics, this stinks like a dead rat









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THE FACTS



OUT NOW
PRICE £13
PUBLISHER 3DO
DEVELOPER 4KIDS
ENTERTAINMENT
AGE RATING NONE

PLAYERS ONE TO TWO TEL 0207 490 1323

OR YOU

GRAN TURISMO 2

OPM55 10/10
The best serious racer, which just wants to be played again and again

CRASH TEAM RACING OPM53 9/10 Great cartoon karting fun that shines even brighter with a couple of mates

CUBIX ROBOTS FOR EVERYONE: RACE 'N ROBOTS



Some things in life are so shockingly woeful that to actually articulate the pain suffered is an exercise in masochism. Cubix is that bad

but sadly we don't have the luxury of keeping quiet as we have an obligation to tell you, our readers, what's poor as well as what's good. So bear with us as we take you into the gaming hell that is *Cubix*.

The game is based on the new cartoon series of the same name so you'd expect some kind of narrative that's related to the cartoon. And yes, there is a story running through the game (told via some decent FMV interludes between levels) but it's meaningless in terms of gameplay so there's no reason to consider it any further.

Having found out that the main kid on the

Cubix pushes videogaming to an all-new level of absolute crapness

block is Connor and the meanest machine is Cubix, you choose the lethal duo and expect at least a modicum of fun to ensue. No such luck. Your immediate reaction when you start the race is "Who the hell *am* 1?" with racing robots going all over the place. As you don't yet know what your robot looks like in a race, you have to do some ridiculous manoeuvres just to find out which racer you're 'controlling' (not the most

appropriate word to use in relation to this game). Having established which racer you are, your next reaction is to audibly gasp, then laugh, at the useless viewing perspective. It's top down (which in itself could be OK – it worked for *Micro Machines* after all) and has minimal track viewing, but the most appalling feature is that when you're out in front you can see only a tiny part of the track ahead. In fact,

"Your immediate reaction when you start the race is 'Who the hell am !?"



Two-play: The screen is no different in two-play. Yep, still utterly useless Color of the screen is no different in two-play. Yep, still utterly useless Color of the screen is no different in two-play. Yep, still utterly useless Color of the screen is no different in two-play. Yep, still utterly useless Color of the screen is no different in two-play. Yep, still utterly useless Color of the screen is no different in two-play. Yep, still utterly useless Color of the screen is no different in two-play. Yep, still utterly useless Color of the screen is no different in two-play. Yep, still utterly useless Color of the screen is no different in two-play. Yep, still utterly useless Color of the screen is no different in two-play. Yep, still utterly useless Color of the screen is no different in two-play. Yep, still utterly useless Color of the screen is no different in two-play. Yep, still utterly useless Color of the screen is no different in two-play. Yep, still utterly useless Color of the screen is no different in two-play. Yep, still utterly useless Color of the screen is no different in two-play. Yep, still utterly useless Color of the screen is no different in two-play. Yep, still utterly useless Color of the screen is no different in two-play. Yep, still utterly useless Color of the screen is no different in two-play. Yep, still utterly useless Color of the screen is no different in two-play. Yep, still utterly useless Color of the screen is no different in two-play. Yep and the screen is no different in two-play. Yep and the screen is no different in two-play. Yep and the screen is no different in two-play. Yep and the screen is no different in two-play. Yep and the screen is no different in two-play. Yep and the screen is no different in two-play. Yet and the screen is no different in two-play. Yet and the screen is no different in two-play. Yet and the screen is no different in two-play. Yet and the screen is no different in two-play. Yet and the screen is no different in two-play. Yet a

it's next to nothing. Was *Cubix* play-tested at all? Didn't it occur to the developers that not being able to see the road ahead could be a mistake for a racing game?

Characters: Four of them, all as pap as each oth

Dondon

Against what would seem to be the most unfair of odds, you'll still win the race as it's about as difficult as eating chocolate. For your endeavour you'll receive credits which can be spent upgrading your robot. Unfortunately, having a faster racer only exasperates the problem of not being able to see the road ahead, making it an unwelcome reward for your success. So one appalling race follows another and you finish the story mode in next to no

The last and laborious

It's only fair we back up our words with evidence. Witness the chronic perspective that shoves your nose up against the end of the screen so you have no chance of seeing the road ahead. And don't think we're showing you exceptionally bad moments in the game. Nope, this little runaround is typical of the game in all its abysmal 'glory'. The question begs... why? Really, why?



So, here we are and, yes, we are travelling down the screen. Not much to see ahead, is there?



We've improved our position but incredibly the perspective has got worse.



Nice cornering... but look at the amount of track on view! What lies ahead?



See that smoke trail? That's us disappearing out of view! Flippin' hopeless or what!?



Unbelievably we are still racing we're 'hidden' behind that blue building!



/OLI CAT...

• WASTE MONEY...
Fancy throwing a few bucks away just to spite your wallet? Well, Cubix is the game for you. First, hand over £13 to the shop owner twho will laugh at you and point you out to the rest of the shop assistants for a full-on comedy moment). Play the story mode, followed by coin and two-player modes. Feel satisfied your money has been well and truly wasted. Result.

time. Other play modes are two-player and a 'grab-the-most-coins' race – both as bad as, if not worse than, the story mode. Dire controls, hopeless viewing perspective, pointless upgrades, gameplay without a hint of fun – this has to be worst racer ever to mar PlayStation.

Excuses may be made that this game is clearly aimed at a young audience. So what? Do younger gamers deserve videogame detritus? No matter how young you are, or how much you come to like the cartoon series – DO NOT BUY this gaming equivalent of the most rancid turd on the bottom of your shoe. We came, we saw, we played, we wept, we nearly wanted to give up our jobs.

Mike Jenkins

VERDICT

PlayStation Magazine

- GRAPHICS 2

 Nice FMV but the rest is very poor
- GAMEPLAY 1
 Appalling, dire, abysmal...take your pick
- LIFESPAΠ 1 Mayflies have lived longer

There's just so much wrong with this game.

Utter, utter rubbish



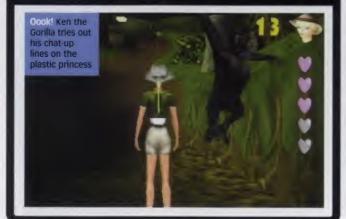


THE ACCUSED



OPM WHAT-A-STATE PENITENTIARY

NAME: Barbie Explorer **CHARGE:** Acute dullness



Our mission: to punish the worst new game of the month for crimes against PlayStation. It's time for rough justice.

CASE FOR THE PROSECUTION



DEFENCE



- DULLER THAN A WET WEEKEND IN A GRIMSBY AND LESS ADVENTUROUS THAN PLAYING ON THE SMINGS IN THE PARK SWINGS IN THE PARK
- NO GUNS, KNIVES OR SIMILAR "FUN"EXPLORER
- IMPERSONATING MS LARA CROFT
- STEALING INDIANA JONES' HAT

CASE FOR THE

- THE GRAPHICS ARE OK, WE SUPPOSE
- THERE ARE MONKEYS IN THE GAME!
- SURE TO APPEAL TO EVERY SIX-YEAR OLD GIRL GAMER ON THE PLANET

THE VERDICT



Barbie Explorer. You masquerade as an adventure game yet you are nothing more than a dreary platformer with lipstick and your innate dullness is an insult to female and male gamers alike. How dare you seek to mimic the Tomb Raider games – Lara Croft is real, you are just a plastic plaything

"BRING ME BEAST!"



MEET YOUR MEAL!



TODAY'S INSTRUMENT OF JUSTICE IS THE...

HUNGRY BEAST

As selected by Jamie
Cole of Newcastle. He
gets a PlayStation game,
four licked cola cubes
sweets and a knitted
jumper from Nick's Gran



BARBIE PREPARE TO MEET THY MAKER









pecial thanks to Andrew 'Beast' Hind

address on page

the

is the World Cup being held this year?

GAME CRIME - TOGETHER WE'LL SMACK IT

| VOTE NOW! Select next month's weapon from the list |
|---|
| below. If your name is drawn from our executioner's |
| hood you'll win a prize and see your weapon in action |

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|-------------------|---------------|
| Hungry beast | Arrows |
| Microwave | Rocket |
| Concrete overcoat | Acid bath |
| □ Wheels | ☐ Clay pigeon |

| | _ 0,, |
|----------------|----------------|
| □ Cheats Daddy | ☐ Firing squad |
| ☐ Fat bloke | Baseball bat |

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Knowled

YOUR GUIDE TO THE BEST PLAYSTATION GAMES EVER

Station Top 5 Shooters

If you want big guns, laser cannons and kill-a-minute carnage, here are the best blast 'em ups vou can buy



A fantastic first-person romp that forces you to fight your way across a hostile alien planet with a sackful of futuristic weapons and in the face of relentless legions of homicidal baddies. Dazzling graphics, explosive gameplay and the superb four-player "hunt and slaughter your mates" option means near endless lifespan

• PUBLISHER ACTIVISION • SCORE 10/10 • ISSUE OPM51 • DEMO OPM51

CHEAT RANDOMISER Infinite ammo and all weapons for multiplayer. Finish game in hard mode

Alien Resurrection



Death by acid burn lurks around every corner in this brooding and claustrophobic spacebound nightmare. Mixing up adventure and combat to excellent effect, it's rock hard but worth the struggle. Was that a blip on the motion track? Arghh!

● PUBLISHER FOX/EA ● SCORE 8/10 ● ISSUE OPM51 ● DEMO N/A

CHEAT RANDOMISER All enemies killed in stats screen: C20B29E4 0001, 800B29E8 0000

Colony Wars: Vengeance



If roaring around in spaceships, running combat missions sounds appealing, then look no further than this supreme space shooter. Gorgeous intergalactic graphics, stunning dogfights and rich variety make for compulsive though challenging, gaming.

● PUBLISHER SONY ● SCORE 9/10 ● ISSUE OPM39 ● DEMO OPM39

CHEAT RANDOMISER Unlimited secondary weapons: Enter

Time Crisis



Lock 'n' load your lightgun for the speediest and most addictive arcade-style frag fest on PlayStation, You'll need to be sharp of eye and swift of hand to defeat the multitude of vengeful thugs who've kidnapped the president's daughter.

● PUBLISHER SONY ● SCORE 8/10 ● ISSUE OPM27 ● DEMO N/A

CHEAT RANDOMISER Tip: You can blast grenades while they are in mid air

Medal Of Honor



Playing as an Allied secret agent, MOH takes you on a tense journey behind enemy lines in Nazi Germany, Steeped in atmosphere, the mission objectives range from sabotaging U-boots to all-out tommy gun battles. Superb in every way.

● PUBLISHER ELECTRONIC ARTS ● SCORE 9/10 ● ISSUE OPM54 ● DEMO N/A

CHEAT RANDOMISER The making of level five history: Enter KOMET into the Enigma Machine

Station Top 5 Sports

Step up the sporting legends – there are no early baths among this collection of champions

ISS Pro Evolution 2 Nuno Gomes FW

ISS is the best footie game yet - on any console - and if you love the sport, then it's undoubtedly one of the best games ever. ISS is delightfully realistic, totally addictive and you'll never score the same goal twice. The nearest thing you'll get to real football. If you don't have this in your collection, you're really missing out

● PUBLISHER KONAMI ● SCORE 10/10 ● ISSUE OPM69 ● DEMO OPM73

CHEAT RATIDOMISER All-star teams: Press \uparrow , \uparrow , \downarrow , \downarrow , \leftarrow , \rightarrow , \leftarrow , \rightarrow to unlock two All-Star teams in cup mode

Tony Hawk's Pro Skater 2



The brilliant Tony Hawk's is unrivalled in the street sport genre Near infinite trick variety cunningly designed courses and a demanding but fulfiling career mode back up exquisite animations and irresistible gameplay. Play it. Love it.

● PUBLISHER ACTIVISION ● SCORE 9/10 ● ISSUE OPM63 ● DEMO OPM59 & 68 CHEAT RANDOMISER Big Heads: Pause, hold on and press (a), ↑, ←, ←

Anna Kournikova's Smash Court Tennis



Smash Court serves up a refreshing spin on a rather dull sport. Behind the simple retro graphics lies an arcade game that is by turns naughty, silly and nasty - but ultimately damn good fun to play, especially in four-player mode. Ace.

● PUBLISHER SONY ● SCORE 8/10 ● ISSUE OPM46 ● DEMO OPM48

CHEAT RANDOTTISER Hint for receiving: Stand towards the outside of the court but a little nearer the net than normal

Everybody's Golf 2



This is fun, light-hearted, arcade golf for one to four players that's thankfully missing the lurid Pringle sweaters. The cartoon characters make for a jovial atmosphere but the game remains faithful to the sport. without being anal. Swinging

● PUBLISHER SONY ● SCORE 9/10 ● ISSUE OPM59 ● DEMO OPM58 & 75

CHEAT RANDOMISER In-Game reset: Press (0) + (0) + (0) + (0) +

NFL Blitz 2000



American football stripped of rules and dreary chalkboard sessions and turned into a joyful thrill-a-minute battle with near inexhaustible gameplay. Tactics aren't forgotten but adrenalinesoaked bone-crunching violence is what this is all about Hut

● PUBLISHER MIDWAY ● SCORE 9/10 ● ISSUE OPM54 ● DEMO N/A

CHEAT RANDOMNISER Play as Demon from Mortal Kombat: Enter name as SHINOK and pin number as 8337

PlayStation Top 5 Racing Sim

Blister your tyres (and thumbs) with these hyper-real, pole position racing games



What a game. No other racer can touch it for number of cars. realism, mechanical tinkering or pedal to the metal action. The progressive difficulty level curves superbly, leading you from novice in a hatchback to speed demon in an 800hp beast. With exquisite graphics and months of gameplay, everyone should own GT2.

● PUBLISHER SONY ● SCORE 10/10 ● ISSUE OPM55 ● DEMO OPM53

CHEAT RANDOMISER Gold international A license: Enter the Action Replay codes 50000AA4 0000, 801CB390 0400

TOCA: World Touring Cars



Touring car racing has always had the nod over Formula 1 for bumper-crunching thrills-andspills action and WTC captures its rough competitive spirit perfectly as you battle it out in a wide array of stunning international tracks and cars

● PUBLISHER CODEMASTERS ● SCORE 10/10 ● ISSUE OPM62 ● DEMO OPM62

CHEAT RANDOMISER To get TVR Speed 12 car. Collect 470

Formula One 2001



The latest incarnation of this top-grade sim of the ultimate racing car sport. 2001 offers the perfect balance of strategic team planning and high-octane arcade racing. All the real tracks, teams and drivers from the F1 circuit are present and correct. Genius

● PUBLISHER SONY ● SCORE 9/10 ● ISSUE OPM71 ● DEMO OPM74

CHEAT RANDOMISER When to stop: On a 20 lap race, pitting around

Colin McRae Rally 2.0



A tremendous treat with all the authentic world rally championship circuits and cars. The fantastically detailed and accurate graphics plus the all-too-real slippy-slidey car handling make this the champion rally sim. A driver's dream.

● PUBLISHER CODEMASTERS ● SCORE 9/10 ● ISSUE OPM57 ● DEMO OPM60/75

CHEAT RAPIDOITISER For no damage in time trial and single stage raily: At the cheat options screen, type in FRIDAYSCHILD

V-Rally 2



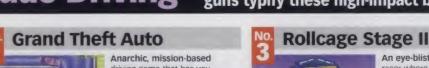
One for rally purists and car enthusiasts, V-Rally 2 is only pipped at the post by Colin McRae for white knuckle dirt track driving. Turn your spanking new shiny vehicle into a battered, mud encrusted heap. Then fix it up and start again

● PUBLISHER INFOGRAMES ● SCORE 10/10 ● ISSUE OPM47 ● DEMO OPM54

CHEAT RANDOMISER For a gold coloured car. At the enter driver

Station Top 5 Arcade Driving

Hot pursuit, 'bot-shuddering crashes and guns typify these high-impact beauties





Tanner, maverick undercover cop and star of this groundbreaking mission-led driving game, is PlayStation's coolest character. Hare around the mean streets of '70s America in oversized auto-mobiles, infiltrating a criminal gang and avoiding the uniformed cop cars. Sometimes excruciatingly hard, but always a thrill to play.

• PUBLISHER INFOGRAMES • SCORE 9/10 • ISSUE OPM44 • DEMO OPM44 & 74

driving game that has you steaming around four US cities in a war against rival gangsters. Crucified on GMTV for its cartoon violence, folk in suits didn't seem to see the funny side of running people over for points. Ha!

● PUBLISHER TAKE 2 ● SCORE 8/10 ● ISSUE OPM28 ● DEMO OPM28

CHEAT RATIDOTTISER To get 99 lives: Enter SATANLIVES as a

World's Scariest Police Chases



Taking inspiration from Fox's trash TV show, this highlychallenging Driver-style cops and robbers game delights. Includes a fabulous co-operative mode where one player drives while the other rides shotgun. A little short, but oh so sweet

● PUBLISHER ACTIVISION ● SCORE 9/10 ● ISSUE OPM73 ● DEMO OPM76

CHEAT RANDOMISER All starting locations in patrol mode Enter ψ , \uparrow , $\bullet \bullet$ at the main menu



An eye-blistering sci-fi combat racer where your flippable vehicles reach head-popping speeds and come equipped with fearsome weaponry. When you've unlocked everything. there are an incredible 60 tracks and 16 playing styles available.

● PUBLISHER SONY ● SCORE 9/10 ● ISSUE OPM57 ● DEMO OPM56

CHEAT RANDOTTISER SURVIVOR MODE: Exactly enter HERE.TODAY, GONE, LATE.AFTERNOON as a password

Wipeout 3: Special Edition



A sublime slice of 21st Century warp speed racing where you guide a heavily-armed hovercraft through taxing rollercoaster circuits drenched in neon. Welds together the best elements from the three original Wipeout games. Unforgettable.

● PUBLISHER SONY ● SCORE 9/10 ● ISSUE OPM61 ● DEMO N/A

CHEAT RANDOMISER Infinite hyperthrust: Enter MOONFACE as

Top 5 Role Pla



VAGRANT STORY

VANDAL HEARTS

FINAL FANTASY IX

WILD ARMS R SONY O SCORE 9/10

Fact Attack

the average gamer's hands will produce 100,000,000 units of candle power through friction. That's more heat than the Sun generates in a 24-hour period. Wow and wilt! Fact.

Over ten years of game playing, Source: The Firey Book Of Flippant Fact

PlavStation



The Oscar for most perfectly formed female upper body goes to... Tiffa Lockhart from FFVII. "Are you having a laugh?" Lara Croft fumed, clearly jealous

PlayStation Top 5 Action-Adventure

Guns, gadgets, switches, puzzles and baddie blasting a-go-go



Special forces operative Solid Snake reigns supreme in this unrivalled, majestic adventure where stealth and cunning are as important as gung-ho bravado. Filled with guns and hi-tech gadgets, peppered with humour and containing the best graphics you'll see on PlayStation, this is a must-play for every PlayStation owner.

● PUBLISHER KONAMI ● SCORE 10/10 ● ISSUE OPM42 ● DEMO OPM42 & 71

CHEAT RANDOTHISER Stinger and unlimited ammunition; With an Action Replay disc enter 800BSE1A 00FF

Tomb Raider



Lara's first adventure blew gamers away with its tantalising mix of archeological exploration and tense combat. From fighting dinosaurs in lost valleys to solving puzzles in huge temples, this stunningly presented game is full of nerve-jangling surprises.

● PUBLISHER EIDOS ● SCORE 10/10 ● ISSUE OPM13 ● DEMO OPM15, 26 & 74

CHEAT RANDOMISER Unlimited Magnum rounds: With an Action Replay code enter 801DE2E0 03E8

Silent Hill



A pant-wetting horror that has you uncovering a ghastly Satanic plot in Smalltown, USA. The horrific imagery, haunting soundtrack and tormenting story will have you cowering behind the sofa. Claustrophobic and chilling beyond belief

● PUBLISHER KONAMI ● SCORE 10/10 ● ISSUE OPM48 ● DEMO N/A

CHEAT RANDOMISER Tip: Complete the game with the good ending to get the katana in the first house in Old Silent Hill

Resident Evil 2



The second helping of zombieriddled survival-horror is the best of the first-rate Resi series. Your ammo is always low and the hordes of undead relentless in their desire to rip your throat out. Gruesome, but truly outstanding in every way.

● PUBLISHER VIRGIN ● SCORE 9/10 ● ISSUE OPM31 ● DEMO OPM31

CHEAT RANDOMISER Special key in crate: With an Action Replay disc enter 800CC6C4 0153

Syphon Filter 2



Fusing all-out explosive action with a dash of special ops stealth and glorious cinematics, this is a slick and instantly playable adventure. It's quite tricky to master, but there's an ammo dump full of guns and gadgets to help you on your way.

● PUBLISHER SONY ● SCORE 9/10 ● ISSUE OPM57 ● DEMO OPM78

CHEAT RANDOMISER View movies: Pause, highlight briefing and

Station Top 5 Platform

Hop, skip and jump to it with these crazy colourful cartoon capers - you gotta love 'em

Ape Escape

This accomplished mix of fast action and simple but effective puzzles has you dashing around using a medley of techno-gadgetry to snare mischievous monkeys. Few games can match it for polish and level design and, with 17 sprawling mini-worlds to explore, Ape Escape will keep you amused for ages

● PUBLISHER SONY ● SCORE 9/10 ● ISSUE OPM47 ● DEMO OPM47 & 74

CHEAT RANDOMISER Save a life: As soon as you fall off a cliff, press then exit to return to the time station

Abe's Exoddus



Gloriously detailed, spooky backgrounds and charming varied gameplay make this the best 2D platformer featuring the freakoid alien nutcase. That one of Abe's attack moves is an exploding fart is enough reason to buy the game in itself.

● PUBLISHER INFOGRAMES ● SCORE 8/10 ● ISSUE OPM39 ● DEMO OPM38 & 72 CHEAT RATIOOTTISER Invincibility: Hold on and press 0,

Spider-Man 2



Everybody's favourite wallcrawling web slinger returns for another comic book adventure. The action comes thick and fast and there's a new set of crazily costumed crims to leather. As good as the first game (a bit longer too) this is Marvel-lous.

● PUBLISHER ACTIVISION ● SCORE 9/10 ● ISSUE OPM76 ● DEMO OPM77

CHEAT RANDOMISER Unlock everything: Enter AUNTMAY in the

Spyro 2: Gateway To Glimmer



Cutest of all PlayStation characters, our purple pyromaniac bounds, glides swims, jumps and charges through a trippy series of free roaming 3D worlds. Collecting orbs, gems and completing tasks has never been so rewarding.

● PUBLISHER SONY ● SCORE 10/10 ● ISSUE OPM52 ● DEMO OPM52

CHEAT RANDOMISER Hint: Hold (100 + 100 + 100 + 100 and Sparks will point you in the direction of the nearest Gem

Crash Bandicoot 3



Loveable and extensive platformer that's terrific fun to play and has a perfectly balanced learning curve. Levels involve much bounding and spinning plus there's biplane flying, scuba diving and motorbike riding. Crash's finest hour

● PUBLISHER SONY ● SCORE 9/10 ● ISSUE OPM40 ● DEMO OPM40 & 75

CHEAT RANDONTISER Hint for the Jet Ski levels to get an extra life: Go on a jump and land on one of the pirates in a boat

Top 5 Strate



WARZONE 2100

PANZER FRONT

CIVILIZATION 2

SYNDICATE WARS

THE GAMES THAT BUILT



FINAL FANTASY VII (1997)

The pinnacle of RPG excellence and the fastest selling videogame on its release. No other RPG created such a feeling of attachment to the story and its characters

Movie Moments WE WANT IN GAMES



TORN ASUNDER

The bit where evil Frank loses more than his pound of flesh would be a great final boss. Solve the puzzles of the box before the chains snap back and body parts hit the fan!

PlayStation Top 5 Fighting

Want to beat the bejesus out of someone and fast? Then stitch this bunch of hardcases



Without question the undisputed master of beat 'em ups, this is the third instalment of Namco's The King of Iron Fist Tournament. With eight different modes of play and stacks of characters with thousands of deadly moves to learn, nothing else can touch the game for variety and raw, face-pummelling aggression.

● PUBLISHER SONY ● SCORE 10/10 ● ISSUE OPM36 ● DEMO OPM36 & 49

CHEAT RANDOMISER Fight as Bryan: Complete arcade mode

WWF SmackDown! 2



Get in the ring with big butch men in tights, 50 of them in fact, in this, the definitive serving of Lycra-clad lunacy. Stomp on heads, jump off ladders, taunt your opponents - it's all in there. A game of immense girth and unending panning pleasure.

● PUBLISHER THQ ● SCORE 9/10 ● ISSUE OPM66 ● DEMO OPM71 (SMACKDOWN 1)

CHEAT RANDOMISER Unlock all superstars quicker: Skip the



Namco hits the spot again with this wonderful weapon-based scrapper, Bare-knuckled fighting is out, while slashing opponents with a lethal collection of razor edged steel is in It's a trickier martial art than the rest, but well worth a stab all the same

● PUBLISHER SONY ● SCORE 9/10 ● ISSUE OPM19 ● DEMO N/A

CHEAT RANDOMISER Li Long alternate ending: During the

Tekken 2



Graphically inferior to Tekken 3 but with more immediate pick-up and play value, Tekken 2 remains a first-rate punch and kickfest some four years after its release. Superb characters, a preposterous plot, and playability in bucketloads. Cracking stuff.

● PUBLISHER SONY ● SCORE 10/10 ● ISSUE OPM11 ● DEMO OPM11

CHEAT RANDOMISER Fight as Lee: Complete the game as

Street Fighter Alpha 3



The best of the legendary Street Fighter series, there's no place for random button bashing in this purist's title that adopts a 2D comic book face. The gameplay is perfection itself as you travel the world in search of generously-muscled opposition.

● PUBLISHER VIRGIN ● SCORE 9/10 ● ISSUE OPM44 ● DEMO N/A

CHEAT RANDOMISER Mazi mode: Complete arcade mode on

Station Top 5 Party

If you love a party with a happy atmosphere, then let *OPM* take you there with these great multiplayer titles

Micro Machines V3 0.5488

Perfect entertainment for any social gathering, this is pocketsized racing with the tiniest of toy cars and household tracks ranging from the breakfast table to the bathroom. Original, cute. colourful and - most importantly - enormous fun, this one will give you many a giggle and more

● PUBLISHER CODEMASTERS ● SCORE 9/10 ● ISSUE OPM18 ● DEMO OPM20

CHEAT RANDOMISER Big jumps: Pause and press $@, \rightarrow, \rightarrow, \downarrow$

Crash Team Racing



Supreme cartoon kart racer whose faultless, slick graphics and compulsive gameplay will appeal regardless of age or gender. Features a splendid variety of tracks and a host of nutty creatures from Crash's world. Multiplayer ecstasy.

● PUBLISHER SONY ● SCORE 9/10 ● ISSUE OPM53 ● DEMO OPM53

CHEAT RAPIDOITHISER Super turbo pads: On main menu hold (0) + (0) and press (0), (-), (-), (-), (-)

Bust-A-Move 2



Kick the chair, bite the controller cable, stand on a table shouting - for one-on-one competition nothing excites and absorbs quite like this classic colour-matching puzzler. Be careful though - you may never speak to each other again.

● PUBLISHER ACCLAIM ● SCORE 8/10 ● ISSUE OPM8 ● DEMO OPM8

CHEAT RATIDOMISER 30 Continues: On the options screen press ←, →, ⊕, ⊕, ⊕, ↑, ↓. When the timer appears, press ⊗

Worms Armageddon



One of the most original, addictive multiplayer games of all time with simple, intuitive controls and cute visuals. Worms has players passing around the controller, each taking turns to rain down destruction on each other with outlandish weapons

● PUBLISHER HASBRO ● SCORE 8/10 ● ISSUE OPM53 ● DEMO OPM54/75

CHEAT RATIOCTISER All weapon crates have sheep; Fam gold

Music 2000



Genius sampling software that lets all dope MCs cut their tracks on PlayStation. Four-player jam mode lets everyone load a controller with beats, loops and samples and tap their funky Fat Boy way to a bad choon. Or wicked racket.

● PUBLISHER CODEMASTERS ● SCORE 9/10 ● ISSUE OPM53 ● DEMO OPM55

CHEAT RANDOMISER Sorry but there just ain't any. You just gotta keep practising to make some bouncin' tunes

5 Intro Movies

1 LEGACY OF KAIN: SOUL



METAL GEAR SOLID

SOULBLADE

TEKKEN 3

GRAN TURISMO

Who You Gonna Call

For all your gaming queries

• 3DO 020 7761 9300

• ACCLAIM 020 7344 5000

• ACTIVISION 01753 756 100

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• EA 0870 243 2435 • EIDOS 020 8636 3000 EMPIRE 020 8343 9143

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• MIDWAY 020 7938 4488

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the

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GRAND THEFT AUTO 2

THE FACTS OUT NOW . PRICE £10 . PUBLISHER TAKE2



What do you get if you cross Mike Tyson with Paulo Di Canio, an MMR jab and Marmite? Something damned controversial, that's what.

Although not nearly as controversial as the *Grand Theft Auto* series has proved to be.

For those asleep at the back, *GTA2* is the mega-successful sequel to the original gangster sim. The only aim of the game is to earn money. The more dangerous the job, the more money you get for completing it. And as you're some kinda badass hoodlum the jobs you're offered usually involve car-stealing, running people over and blowing things up. As opposed to accountancy or woodwork.

Look beyond the game's schlock horror plot though, and *G7A2* is a very good game. The city is huge and populated by a myriad of rival gangs and law enforcement officers. It's also a fairly freeform environment. If you want to take a break from the life of crime then you can earn money in several legitimate ways. Like driving a

taxi. Also, as you progress through the game you'll often find yourself drawn into the middle of a complex gangland turf war, making life just that extra bit more dangerous. Indeed, for a game that brands itself as a brainless arcade thrill, there's more intelligence at work here than you'll find in your average PlayStation adventure title.

Those of a squeamish disposition will also be reassured by the graphics. As you can doubtless see for yourself by glancing around the screenshots on this page, the game's top-down graphics haven't dated so well. In fact, they looked old hat when the game was first released in 1999. And while the graphics serve the gameplay adequately, their undeniably weedy nature does make the media furore that initially surrounded *GTA2* seem a bit ridiculous.

So forget the cheap-shots of opportunistic politicians or the just-add-water breakfast TV hysteria, because *GTA2* is a very good title. Albeit one with dubious morals. • SA









"Those of a squeamish disposition will be reassured by the graphics"





Bangs for buicks:

VERDICT

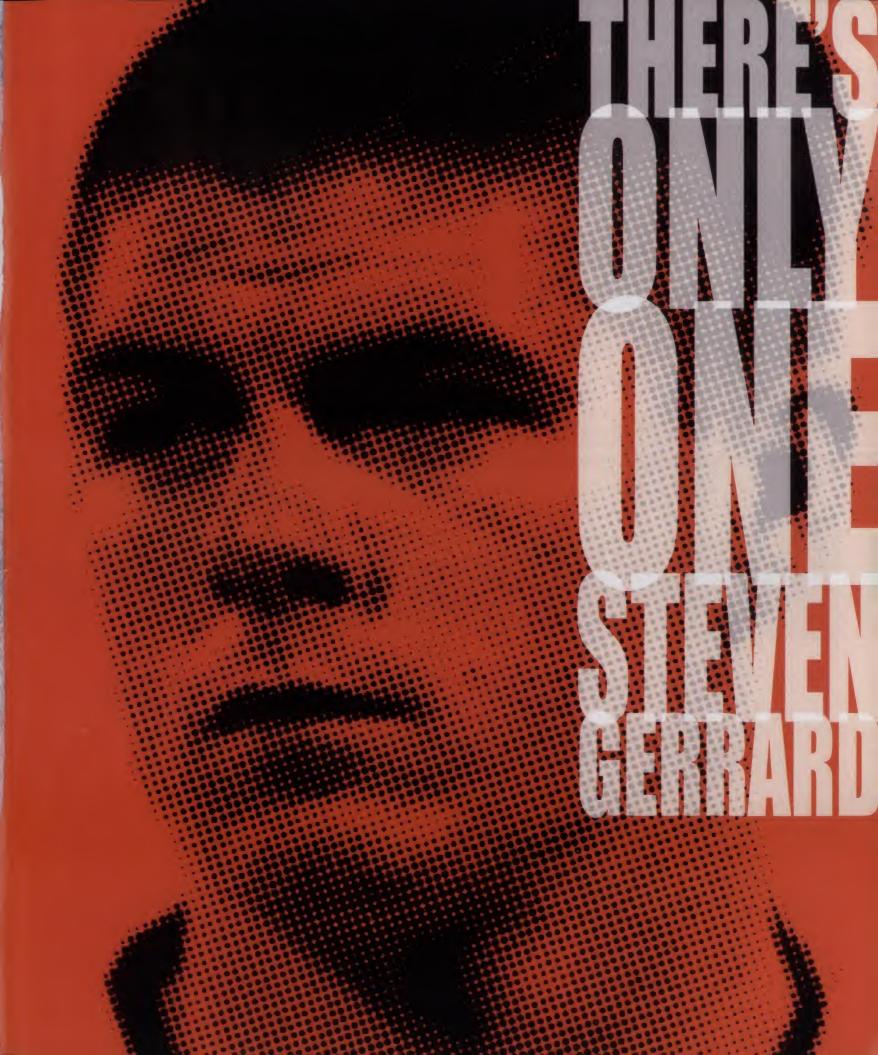
PlayStation Magazine

- GRAPHICS 5
 Fast but mostly functional
- GAMEPLAY ■
 Ahead of its day arcade adventuring
- LIFESPA∏ 9
 Tough and gripping

OVERALL

At this price GTA2's an absolute steal for the over 18s









DUAL SHOCK O PRICE £20 FROM SONY TEL 08705 998877 SCORE 9/10



SONY MINI-SCREEN PRICE TBA FROM SONY TEL 08705 998877 SCORE 10/10



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O PRICE £50 FROM SONY

TEL 08705 998877 SCORE 9/10

5" TFT

♠ PRICE £120 ♠ FROM LOGIC 3
♠ CONTACT 0208 902 2211 ♠ OUT NOW



"Haven't I ssseen you ssomewhere before? Do you do a show at that expenssive joint in Sssoho?"

We'll let you into a little secret about this LCD mini-screen, it's exactly the same as the Joytech one we featured in *OPM78*. Joytech's model scored a mighty 8/10, placing it second only to the still-not-in-the-bloody-shops official Sony screen. Being the same in all but company name, the Logic 3 version has the same high quality picture resolution and sound output plus headphone socket, car adaptor etc but there's a major problem. What would that be? The small matter of a £40 price difference in Joytech's favour. Tsk. • CF

VERDICT



Great, but too pricey...
I'd sssooner buy rubber
products. Mmm, rubber...





State of the state

"Oooh...lovely tasty

hardware...mmm...oooohh.

P99G2 LIGHT BLASTER

♠ PRICE £20 ⊚ FROM LOGIC 3
⊗ CONTACT 0208 902 2211 ⊚ OUT NOW

"Oooh, is that a gun in your PlayStation or are you just soooo happy to see me?" Fairly compact, nice and light, and, above all, spot-on in the all-important accuracy stakes. G-Con compatible (so

accuracy stakes. G-Con compatible (so you can use it in your *Time Crisis* frag fests) with all the necessary bits and a reload/duck pedal kits it out very nicely and makes it user friendly. It also has one of those slappy recoil appendages that may look good for authenticity but just ends up being a pain and messes with your accuracy. For £20 squid you could get cheaper but this performs well and is worth the dosh. • CF

VERDICT



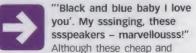
Doesn't top the G-Con but a neat piece of kit that comes recommended



SOUND STATION 2

Contro

♠ PRICE £50 ⊚ FROM LOGIC 3
⊗ CONTACT 0208 902 2211 ⊚ OUT NOW



cheerful chappies are designed to go with a PS2, they work just as well with any PlayStation model and indeed with other audio equipment like Mini-Disc and DVD players. The set-up consists of a 20-watt bass sub-woofer and two 3-watt satellite speakers. It may not sound like much but the rig kicks out plenty of noise without distorting and the adjustable bass and volume means you can choose how much you want to irritate the neighbours. • CF

VERDICT

PlayStation Magazine

Not for purists but are good enough to enhance your gaming experience





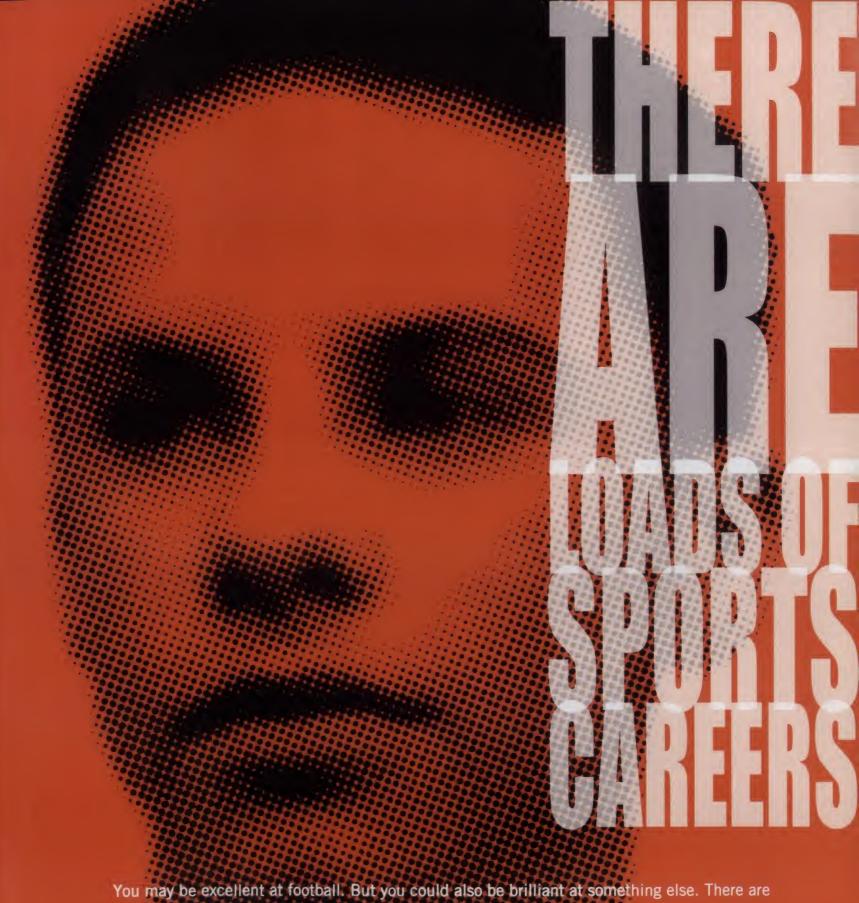
Win all this! To gather up this month's Top

To gather up this month's Top Stuff all for yourself ring **09013 882264** and answer the following question:

- Q: Who is the coach of the England footie team?
- Sven-Göran Eriksson
 Kevin Keegan
- 2. Kevin Keegan 3. Graham Taylor

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054 OFFICIAL UK PLAYSTATION MAGAZINE APR 2002



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PlayStation.2



Vampire Night



VAMPIRE NIGHT

MIKE TYSON HEAVYWEIGHT BOXING





PlayStation-2

DEAD OR ALIVE 2

FORMULA ONE 2001

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Letters: Is Spyro a spot on the arse of gaming or star of some great platformers?

Game Aid

Top Game Tips

Cheats Daddy

The Daddy dispenses wisdom on *Final Doom*, *Tomorrow Never Dies* and more.....

Official Masterclass

Final Fantasy VI and Alone
In The Dark 4



Final Fantasy VI: We break it down so you can complete it, and pretend you're clever

Disc Inferno

Top Demo

Check out what to expect and what great prizes you can win by playing our 11 playable demos.....

Goal Of The Month

GOTM receives its first lady goal. Will she win?

Champions League

Can you sting the egos of the *OPM* team?.....



Special selection: Rayman Rush is just one of the top games on our disc this month

Compos

Expensive Stuff

Up for grabs this month: a pile of *The Simpsons* gubbins and a new TV and DVD player......

Win! Win! Win!

Get lucky and win signed WWF stuff and Star Wars graphic novels

Crossword

Combine gaming knowhow with rudimentary language skills and bag yourself £200!



Home entertainment: Your chance to win a massive telly and DVD player...







- SNAILMAIL ByteBack, Official UK PlayStation Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW
- SPACEMAIL opm@futurenet.co.ukJOY OF TEXT 07764 175885

ByteBack

Is Bishi Bashi really that special? Is Spyro a flaming disgrace? Is the OPM team sexist or sexy? All this plus the usual silliness - it's yer letters



LIFE'S A GLITCH

MAN OF LETTERS

home to read in bed to help him get to sleep? No? Well now you know. Scary thought isn't it? Mail opm@futurenet.co.uk

While I was playing the Los Angeles level on Hawk's 3 I found a great way to get a massive score. I was riding the elevator up from the lobby in the glass building, went for a grind and found myself just hanging in mid-air. The game let me carry on linking tricks together so I took a pic for you [see over the page]. Bet no one can beat my score of over 230 million for one trick!

> James Stroud Tonbridge

That sure is an impressive score James. Now lets see you repeat it without the aid of a graphics fault! OPM

FOREIGN CORRESPONDENTS

Readers dropping us a line from overseas this month included Sneed from South Africa, who wrote to say "love the mag". Kenneth from Auckland in New Zealand is getting bugged by winning on an outof-date scratch cards. Tony from Oz emailed to tell of his frustration at being 99% through Terracon and unable to lick the last 1% and finally wrestling fan Muhammad Afzal from Denmark wrote to us about... wrestling! Big ups to all our foreign readers, wherever you may be on Planet PlayStation.

MUMFORD'S RIGHT BACK IN IT

Did you know that Mumford has deserted videogame magazines entirely and now plays as a defender for Swansea City Footie Club? Well he

does and his first name is Andrew.

> Terry Swansea

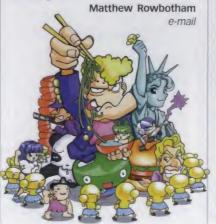
We've checked and it's true, SCFC do have Mumford on their books. Where's the gormless expression and specs though? Hmmm. OPM



does he know

BISHI BASHI BEST?

I believe Bishi Bashi Special is the alltime greatest game. Why, I hear you cry? Well three reasons mainly. 1): It teaches new PlayStation gamers where all the buttons are, 2): All other Japanese games of that calibre are based purely on a game in Bishi Bashi (eg Power Diggerz is just the building demolishing game from Bishi Bashi but slower, 3): Where else can you find a game that can hold the attention of even the most day-dreamy person? It also seems that many "weird and original" games of today are just rip offs of one or two Bashi mini-games. I believe it's a truly stunning game that deserved a whole lot more success than it got.



STAR LETTER OPM SONY B pSone link The PSone defiantly lives on, but where's Ray Cole now eh?

SPIRITUAL SOUEALING

I was looking through my old OPM mags and noticed in OPM58 (or PSM as it was then) the star letter written by a man called Ray Cole. In his letter he said he could not see our trusty little grey box lasting more than 18 months after PS2 came out and said to "put this letter in a time capsule and retrieve it in February 2002 to see if I am right". He was VERY WRONG because now the best games EVER are coming out on PlayStation (besides Creatures of course!). I would just like to say HA! It survived, you bum hole so go chew on a brick and worship that little grey wonder known as PlayStation!

Ewan Armstrong Bridges Welwyn Garden City

It was 25 issues ago that Ray Cole's letter appeared in OPM and here we are, still merrily chugging along with top titles like Panzer Front Bis, Rayman Rush, World Rally Championship and FFVI rolling onto PS1. With 54,000 PSone consoles sold last December alone, PS1 is here to stay. OPM









To be fair, we did give Bishi Bashi Special its dues back when we reviewed it back in OPM58. The whacked out mini-game fest received a score of 8/10 and Cat Channon (remember her?) said, "Equal parts hilarious to bonkers, BBS is fantastic... the ultimate party game." So we agree Matthew, a top game indeed but teaching you where the buttons are has to be one of the strangest reasons for calling a game great! OPM

UP IN SMOKE

Hey you OPM head cases, watcha' doing giving Spyro 2 10/10 in OPM52? It is CRUD! The graphics are worse than the Super Bub contest from



OPM81, and the gameplay is trash! It is a pile of poo with purple wings! It's the pits! And getting rated better than World's Scariest Police Chases in OPM73 is just living hell. That stupid pile of dung should have got 0/10! I can't believe you call yourselves game reviewers. If I ever catch you freaks rating a Spyro game more than 1/10 again, I'll come to your office with a sharp axe, OK? Oh, and by the way, I have allies with your personal records.

Ed Davis

Ed, are you just being contentious so you make it onto the letters page? Either that or you're writing from the Duke Nukem Institute For Demented Gamers. I'm sure your ridiculous comments will incense a large majority of readers, who'll sign on to defend the OPM office against axewielding crazies such as yourself. Viva Spyro! OPM

ELLIS OUT!

Thought you'd like to know that Aston Villa supporters are disgusted with Nick's contribution to OPM and have



started a campaign to get him booted off the mag. Picture enclosed.

Marcus Birmingham

Point taken, I'm outta here. OPM

POETRY CORNER

OPM is a very good mag, if you pass it around the playground, it makes a lot of tongues wag. I keep it close to my bed, or pressed to my heart. OPM's the best mag ever it's number one in my chart.

> Lindsay Wakefield

Thanks for that and thanks to everyone who sent in their poems. A special mention must go to Leicester's Kevin Crosby, who wrote a superb sprawling epic about Final Fantasy VII. Sorry Kevin but it wouldn't fit on these pages. Fear not though, plans are afoot to publish a collection of videogame poetry in a limited edition book! Possibly. OPM

WRITE

- World Cup fever

Fight on!:

The Mighty Beard

DISPENSING WISDOM FROM HIS FIBROUS CHOPS, THE MIGHTY BEARD ANSWERS YOUR QUESTIONS...

Oh beard of wonder I've missed an issue of OPM! George Grabson

There is a back issues hotline you can call and for a bag of silver and a polite word of adulation, you'll be furnished with your copy of OPM. The number: 0870 4448655

I would like to devote

my stubbly section to Chris Thursfield from Staffs. The man who picked up the award for Most Pernickety Bloke In The UK wrote in about Publishers do delay "irregularities in OPM's publishing process".

"As a reader of your mag since OPM74, I have noticed the following: Regarding Panzer Front Bis:

'Check our preview next issue' OPM79, p.6. No preview, or apology in OPM80..."

games sometimes, as happened with Bis, we didn't realise you're so sensitive as to need an apology. Sorry.

"... OPM80 - careers advice is worthy but

ten pages of valuable space? Why not a pullout instead?..."

We get sackloads of mail every month from readers asking us how they can get jobs in the games industry. We're just giving people what they want, Chris.

Chris had more queries and points but I fell asleep after page six.

WEALSOHEARDFROM

THE NAMES AND PLACES GATHERED IN OPM'S **BULGING MAILSACK AND HEAVING INBOX**

Mike Collins, Ashley Price, James Derounian, Katie Conkie, Ben Baikovitch-Fisher, Edward Sturgess, Nigelcsnell, David White, Andrew Busby, Fiomnsfld, James Marson, Robert

Strokes, Jonathan Henry Young, Lorraine, Darren Harwood, Jonathan Stenning, Rob Goforth, Jonathan Shaw, Campbell McInally, FunkyWebGeek, Amharth, Kim Watts, Joe Eversfield,

Rachel Allen, Lauren Thomas, Prankster McHugh, Dean Jackson, Phalaris, Maria Reverte, Danel Oluwatobi, Graham Kerr, Anita Ashley, Jacob Busby, Tim, Stacey Welsh and more...



I am totally ticked off with you. Your magazine is good but please listen to me and take me seriously! Firstly, quit acting as if you're only talking to lads. For example Mr Angry. Why couldn't it be Miss or Mrs Angry? We're not all lads so stop treating us like them. I'm not asking for fluffy things, I just want you to acknowledge that girls like PlayStation too. Also bring back the A-to-Z and print one of my text messages, damn you.

Miss LM Harding, e-mail

Lindsay, 1,001 apologies if OPM comes across as being a ladsonly mag. We know lots of ladies love PlayStation too, it's just that we have very little contact with the opposite sex and aren't really sure how to relate to them. You try chatting someone up with lines like, "Wanna come back to my place and see my limited edition promo copy of Tunnel B1?" Can anyone help us out? Who fancies a date? OPM

VENT YOUR SPLEEN...

has got on your nerves? Tell

I AM MR ANGRY, and post to the usual address (page 4)

STUFF U LUV

ALRIGHT BOSS U LOT R DA RUFFEST U GOIN WID DA FLOW KEEP IT TRU! – **ZUBBY**

HI I THINK THAT THE COMP FOR MAKING A PS1 GAME COVER & TO GET IT FRAMED IS COOL SO I AM GOING TO GET DRAWING - KARL B. PETERBOROUGH

I THINK THE NEW GOAL OF THE MONTH COMPETITION U HAVE BROUGHT OUT IS ACE IM GOING TO ENTER IT IVE GOT A SCORCHER ON ITS WAY RIGHT NOW – ANDY

HEY OPM GOOD LUCK ON GETIN THE FINAL FANTASY GAMES RELEASED IN THE UK EVEN IF ITS 2 LATE FOR ME I GOT THEM ON IMPORT TOOK ALL MY CASH! – SI, LIVERPOOL

HI MY NME IS ADZ N I JUS WNTED 2 SAY TANX EVERY1 AT *OPM* 4 DOIN TAT FEATURE ON GETTIN IN2 DA GAMES INDUSTRY COZ ITS DEFO DA JOB I WNT! UR DA BESTEST MAG EVA! – ADZ

I WANT WHO WANTS 2 BE A
MILLIONAIRE ON PS1 BUT MY
HUBBY WONT BUY ME IT! USE
URE INFLUENCE 2 MAKE HIM GET
IT OR I WON'T STOP CRYING!
WAAAAAAAAAAAAAA - KRISTEN

OPM: INFLUENCE ON...
(WAITING)... NOPE, DIDN'T WORK.
BUGGER.

I THINK DIS PLAYSTATION MAG IS DA GREATEST MAG ON DA UNIVERSE I LUV DA REVIEWS AND DA CHEATS AND TIPS RLY HELP ME THRO DA GAMES *OPM*S MAG IS WELL AND TRULY DA BEST –

I FINK DA DADDY IS SPESH, CHEEKY AND RUDE BUT Y DOES E LOOK SO RUFF N CRUDE? IS E IN PAIN OR SMETHNG? – **NIGEL**, **PRESTON**

HI OPM. U ROCK BUT Y U KILL OFF MUMFORD? HE'S GOOD FR A LAFF. I STILL FINK UR GR8 THOUGH – FRG

HI OPM, I OWN *SF 2* N *3*. THEY ROCK! BUT Y DOES ARAMOV SND DFFRNT IN EACH GAME? – r u lot cmpltly nuts or wht? u luv dis, h8 dat, cldn't

r u lot cmpltly nuts or wht? u luv dis, h8 dat, cldn't giv a hell bout da udder. Uze da mst entertaining bnch of txtrs on da planet!

TEXT MESSAGE

Snd us yr txt msg rvws

0000000

The *OPM* mobile never stops beeping – and we love it! Keep your texts coming and look out for lots more things to text us about next month

s about next month.
We'll also be having
some great prizes
for the best very
ones – but please
put your name at
the end of the
message!

*Please note that the number is for text messages only



MONSTER OR MINGER?



Nike: "Hey don't

liss my game

MONSTERS INC IS THE BEST! - LID D

MONSTERS INC IS JUST A BUNCH OF WACKY 80S COLOURED CRAP MY AMIGA HAD BETTER GRAFIX – ANON

MONSTERS INC DEM WOZ OK. OPM IS THE ONLY PS1 MAG WRTH READING, REST JST "CHEAP" IMITATIONS – LOL, LANCS XXX

HI JST 2 LET U KNO THAT MONSTERS
INC IS COOL - SHARLENE F RAVIGAR

I WOLD LIKE TO SAY TOP MAG, LOADS OF GREAT STUFF BUT MONSTERS INC? LOAD OF RUBBISH, ONE WORD – (NOPE, CAN'T SAY THAT IN OPM!) – RICHARD, ARMAGH, N IRELAND

I LIKD DA MONSTERS INC DEMO BUT IT WAS 2 MUCH LIKE SPYRO! I THINK THIS MAG IS GR8! – STEVEN YORKE, SOUTH WALES

MONSTER INC? NAH! NOT ME THING! OK? – ALEX W

REGRDING MNSTRS INC. YOR GR8 DEM

ANDY HALIFAX

STUFF U HB

DA HARRY POTTER SHOULD CHANGE DA NAME TA HARRY SNATTER ITS CRAP - MAD

BRBIE EXPLRER IS A PILE OF

UEFA CHLNGE IS A WASTE OF 20 QUID. BY FIFA INSTED! - ANON

FIFAISCRAPEVRY1NOSDATISSISDA

I JUST WANNA SAY DAT MY @55

DADDYS FACE!! CHEATS MOMMY

SPIDERMAN 1+2 R CRP THEY R 2 EASY AND IF I WAS U I WOULD

SAVE MY MONEY - DIEGODDIE

W/TOP 5'S? DRIVER 2 SHUD BE

ABUV DRIVER 1. FF9 ABUV FF7.

GTA2 NOT GTA, SPYRO3 NOT

SPYRO2 - ANON

DA ROBSTA

AM I NLY PERSON THATS P'D OFF

MOH UNDERGROUND ABUV MOH,

YOUR CHALLENGES R TO EASY MY

MUM COULD COMPLETE THEM

SPYRO IS CRP, I HATE PLATFORM GAMES, I MUCH MORE PREFER CRASH TEAM RACING! ITZ WIKID! -

WITH NO FUSS! - BOB

LOOKS BETTER DAN D CHEAT

MRE LIKE - PHIL NELSON

@+! IN MY UPINYUN -

TIMOTHY DALY

BEST - DANDAMAN

FANYARD

NUTTERS' CORNER

You say:

U GUYS GOT ME AND MY GIRLFRIEND 'CLOSER' TNX OPM MAG UR DA **GR8TEST - JAMES, NEWMARKET**

OPM: AHEM ...

VIB RIBBON IS VERY BOUNCY. IT REMINDS ME OF SQUIRRELS - JORDY



GIVE US A PLAYSTATION, AH GO ON, GO ON, GO ON, GO ON! - CHUCK U **FARLIE**

HAS N E 1 NOTICD DAT AL BIKHAM IS V ATTRACTIVE? - P

LIKE MY MOTHER ALWAYS SAID, **NEVER TRUST A MILKFLOAT - ANON**

I JUST GOT THE LOST WORLD... OOPS - ANON

HI MY NAME IS JAMES I WOULD LIKE 2 KNOW IF THERE WOULD BE A GAME FOR DARTS PEOPLE 2 PLAY ON PLAYSTATION - JAMES, APPARENTLY

PLEASE, PLEASE PUT ME IN DE MAG! - ANON

ABRACADABARA... NOPE, U'RE STILL VERY UGLY - ANON

I ATE OPM'S HAMSTER! - ANON

I PLAY WITH MY WELLIES ON HOW DO YOU PLAY URS? - JAY PENSKI

I HAVE AN IMAGINARY WASTE PAPER BIN CALLED TERANCE THE FLATULENT 4 POLITICAL PURPOSES ONLY - ANON



FF CHRONICLES BETTER GET ITS ASS OVER HERE OR IM GONNA POP A CAP IN MY OWN, WHY SHOULD THEY GIT ALL DA GOOD GAMES? - SEAN

YO OPM, U NO U ARE HELPIN SELL RECORDS 4 THE BAND OPM WIV U BOTH HAVIN THE SAME NAME. AIN'T I THE CLEVER PIGEON SALESMAN? -JAZ-PEAR

THE PIZZAS R CMING. HIDE. I SED HIDE! - ANON

I KNOW MY TEXTS R NOTHING 2 DO WITH OPM & THEY WON'T WIN ANY PRIZES (2DIRTY, ISH) BUT THEY WILL GIVE U GUYS A LAUGH - JIM

DA LST WRD



Nick Ellis Dr Hilary Gnarlis

ze lot are crzy evn whn ur being serus! Apparntly, we elped more dan all da agony ants out der in bringng james an is missus together! Den ders da reder dat wants to be in de mag an dont give der name mental and if dat wasnt bad nuff, pizzas are aving US fr dinner! An jim, like the ddy wood say – "Cut it, sahn, we're innocent pups here on *OPM1*"

m. U cnt doide If its scary or silly

D DADDY IS AN UNINTELLIGIBLE SACK O LARD - ANON

GUNFIGHTER DEMO IS A PCE OF @*@! FROM DA DEVIL - ANON

I THINK DAVID BECKHAM SOCCER IS CRAP EVEN WHEN YOU GO RIGHT IT GOES LEFT - ALEX MONK

WHY DOES THE DADDY LOOK LIKE HES GOING POO AND HE RKONS E'S ARD, TRY COMNG TO EXMOUTH U PUNK FACE - LUV THE GENERA

DA LST WRD



Monster or Minger? well looks lik da majorty of u finks its prtty cool n good. Dat said, those dat dont like it hate it big time! Apart from the graphix what else d yu like about the game? Get txtng and tell us wht it is dat makes it cool or pap in yer gaming eyz! Strt yi txts with the wird 'minstrs

MONSTERS INC? DA ONY TING SCARY IS ITS SHCKNG GRAFIX AN TRRYFYNG GMEPLAY. MONSTERS STINK, MRE LKE -

ANON

I LKED MONSTERS INC, NTHNG AWESME BUT WUZ A BIT OF A LAFF AN I LIKE BIG BLUE FLUFFY TINGS SO DAT WUZ COOL - KARLA, CHEPSTOW

DON'T KNO IF ID BY IT BUT MNSTRS INC WUZ FUN AND BTTR DAN I THOUGHT IT WLD BE - SIMON, GLASGOW

IM NOT HAPPY WITH THE MONSTERS

INC CASE, I PAID £30 FOR A

CARDBOARD ONE INSTEAD OF THE ORIGINAL PS CASE - GRACE WEIR



- Who do you hate most? Wi
- What games do you want tipped? keel
- Greatest game ever? W



PRMPTD ME TO BY IT, WHCH I DID ONE DAY AFTA I PLAYED THE DEMO! ONLY ONE CATCH... IT CST ME £50 AS I GT IT B4 IT WNT ON SALE! - OLLIE OF HULL

MONSTERS INC IS WKD - SULLY N MIKE

JUST TO SAY THAT THE MONSTERS INC DEMO WAS BRILIANT, GRAPHICS WERE GR8 - LUCY

MONSTERS INC PLAYS LIKE RUGRATS SEARCH FOR REPTAR! - KEVIN CROSBY, LEICESTER



Top Game Tips We've got more tips than the Himalayas... more tactics than the World Cup Finals

V COLD BLOOD

HOW TO ... MAKE PUZZLING A WHOLE LOT EASIER

Find yourself running around in circles with John Cord sighing, "No, that can't have happened that way..." in a seemingly infinite loop? Yep, a lot of you are having problems with this point-and-click puzzle exercise, dressed up as an action adventure. You need time, life and ammo to dispatch the enemy, so you can peruse the scenery and experiment until the old noggin comes up with the answer. These action replay codes make staying alive a breeze. All you have to do is go figure out the next move.

INFINITE ROUNDS

80020F7C 0000 80020F7E 0000

NINE ROUNDS (Press @ and @)

D01D522E FAFF 30198B70 0009

NINE X MEDICINE (Press @ and @)

D01D522E F5FF 30198B74 0009

FREEZE TIMER

8008BD48 0000

INFINITE AMMO MO

80020F4C 0000 80020F4E 0000

INFINITE MEDICINE 80020FB4 0000 80020FB6 0000

INFINITE HEALTH 800490E0 0000



MEDAL OF HONOR UNDERGROUND

In Options, select Password: and type in ENTREVOUS. Go racters and all secret les, levels and medals



BRIAN LARA CRICKET

when bowling, press before starting the run-upelect Weather Forecast and ress \otimes . On the pitch, quickly line up and bowl. You can bowl the batter out while he's looking from side to side, but not on the first bowl.

SPIDER-MAN To get everything

STRUDL For infinity webbing



HOW TO... FIND THE HIDDEN BOSSES

Beat the game, want more pain? Like all PlayStation FF games, there are four optional bosses in FFIX and here's how to find them. The

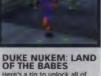
first one is a Tantarian and you'll have just two opportunities to fight him. It's not wise to face him at the first opportunity but he's worth taking on during disc three, when you go to Alexandria in search of Dagger and Eiko. Before going to the top of the castle, go to the library on the left side of the hallway. then go to the bookcase in the bottom left corner. 'Talk' to the book on top of the suitcase to initiate the fight.

The second optional boss is freaky Quale. You can fight Quale by entering the Qu's Marsh when Quina has caught 99 frogs. Thirdly, there's Hades, who can be found in Memoria behind a coral reef on the right, when you get to the area where Quina thinks he/she can fly. Lastly, and probably the hardest boss in any FF (yes, even harder than FFVII's Emerald Weapon) is Ozma. When you have a gold Chocobo, go to the Chocobo's Air Garden and examine the Eidolon grave for the fight of your life!

Got a top cheat or a skill way of playing a game? Then send it to us and we shall print your genius for all to see! We might even slip you a free game for your trouble, too.

Name

My Tip is:



Here's a tip to unlock all of the cheats. On the cheats



SEND THIS FORM TO: MY TIP WILL CHANGE YOUR LIFE



direct from Sony's game brain

The official PlayStation Powerline holds a wealth of immediate gaming advice, all available at the touch of a button.

Can't see the cheat you want here? Give the Powerline a try. Just call the number opposite and press 0 to go to the game menu. Now key in the five-figure code printed at the top left of every game disc. If there are any cheats and tips for the game, you'll hear them here, so have a pen and paper ready. It really is that easy.



Call the Sony Powerline on 09064 765 765*

KNOCKOUT KINGS

Enter these codes in career mode to unlock/play as the following:

NOLAN Owen Nolan FRANCIS Steve Francis BULLDOG Buildog **GORE** Gorilla CLOWN Clown BABY Baby EYE Cyclops SANDERS Barry Sanders GIAMBI Jason Giambi INVINCIBLE Invincibility DOUBLE DAMAGE Double

Help Wanted

c12: FINAL

HOW TO ... BEAT THE FINAL BOSS

The final boss comes in the guise of two alien commandos and their leader. First, frag the two alien commandos and be

ready for the leader to jump into action and start attacking you. The problem with the leader is that he has a force field protecting him and if you try to shoot out the four nodes in the centre of the room (that powers the shield), he'll shred you up.

First, you must use your energy blade on him by piling in and hacking for all you're worth. When he's taken a fair old beating,

he'll fly into the air to regenerate. Now shoot out those nodes with plasma and destroy his protective shield.

Finally, you can use the machine-gun to fill him with lead. After a severe pelting, the last boss will shed his mortal coil and you'll have whipped the game!





WHOOP THOSE UGLY MOTHERS FOR GOOD

During play, pause the game and enter the code of your choice to make hell easier

Full map (A), (B), (B), (B), (B), (D), (C)

Map objects (A), (B), (B), (B), (B), (O)

Full guns and ammo ⊗, ⓐ, ₪, ↑, ↓, ₪, ←, ←

Invincibility \downarrow , \mathbf{m} , \mathbf{m} , \rightarrow , \mathbf{m} , \leftarrow , $\mathbf{0}$

Level warp →, ←, Œ, Œ, ♠, Œ, ⊚, ⊗

X-ray specs $(\mathbf{D}, \mathbf{D}, \mathbf{D}, \mathbf{D}, \rightarrow, \triangle, \otimes, \rightarrow)$

Passwords to get to the master levels

Level two Virgil RBF9D395SQ

Level three Canyon 1L3C!F7XO2

Level four Combine HLLZTPOKKK

Level five Catwalk 6J1NWHFR64

Level six Fistula 8WWRSSHM79

Level seven Geyron D9SOWVFJFC

Level eight Minos HS9YW3HMFC

Level nine Nessus OSSHCWFVYW

Level ten Paradox HT!OVLXLDB

Level 11 Subspace J77VYTMDCF

Level 12 Subterra 6XDHRW25!8

Level 13 Vesperas C33W2YOGHK

Level 14 System control FP62ZMSWJG

Level 15 **Human barbecue** D5510QKRKH

Level 16 Wormhole ZVBKT!069!

Level 17 Crater 1CCTV9GO!9

Level 18 Nukage processing TM40LJ2ZKJ

Level 19 **Deepest reaches** HYY4GQ9GSQ

Level 20 **Processing area** !5NR4W7C20

Level 21 Lunar mining project 1FFGVZ1777

Level 22 Quarry SN5YORKIGH

Level 23 Ballistvx ZBBST6R89!

Level 24 Heck GK25JLV3LL

Level 25 Congo G224SGYSNL

Level 26 Aztec TR8WXJVNBD

Level 27 **Ghost town** XBBRT67N8!

Level 28 Baron's lair NGZ9HTCMMP

DRIVER 2 Could you give me some secrets and cheats for *Driver 2?*

DADDY SEZ. Yer in luck gal, I'm the biz when it comes to loosing the auld bill!

Get all cheats Complete the game to get all cheats and two new tracks

Las Vegas invincibility
Go to the main street north of the
Tropicana street. Facing north, you'll see a large building with some black in it to your right. At the end of the building, you can see the front of some stores. There you'll find the switch that enables the invincibility cheat. To activate it choose gameplay and then secrets in the options menu.

Rio immunity You'll start facing the highway. Turn 180° to go the other way. Take the third street on the right, and you'll pass the big lake. Just after the lake you'll come to an intersection. Turn left to find a building with a garage and a normal door (the building has a barbed-wire fence on it). Go to the building to the noth it's black. the building to the right, it's black with white windows. On the left side of this building is a door Press at that door to enable the immunity cheat. Activate the cheat in the same way as Las Vegas invincibility.

Longer mission time Press and hold ⊗ when the please wait screen appears and hold it until the mission starts



Dear Daddy, I'm stuck on my Dave Mirra's Freestyle BMX game. I need cheats, please help me. Karl Zimmerman, Dorchester

DADDY SEZ. Blinkin 'eck, can't 'andle two wheels, kid? Still, da Daddy's feeling kind

On the bike selection screen, press $\uparrow \leftarrow , \uparrow , \downarrow , \uparrow , \rightarrow , \leftarrow , \rightarrow , \bigcirc$

On the style selection screen, press \leftarrow . \uparrow . \rightarrow . \downarrow . \leftarrow . \downarrow . \rightarrow . \uparrow . \leftarrow . \bigcirc

HACK AND SLASH SWORD PLAY

Unlock Soul Edge

There are three ways to unlock Soul Edge so he'll be playable. When you unlock him you'll also unlock a new title screen.

1. Enter ALL on the high score screen as your name

2. Play (or leave on) the game for 20 hours straight

3. Finish the game with all ten characters

Unlock Sophitia

Unlock her eighth weapon, then on the character select screen cycle left or right until you see the new version of the babe

Unlock Sophitia (again)

Unlock every weapon for every character in the game

Unlock Han Myong

After unlocking Soul Edge, finish the game twice in a row using Hwang and Seung Mina, respectively

Unlock Siegfried

Unlock his eighth weapon

Xplorer codes

Player one infinite energy 87BC87ODC426

Player two infinite energy 87B18645C426

Maximum weapon strength player one 8791383OD595

Maximum weapon strength player two

87A8B9F8D595

Infinite time 876215821555

All weapons B7B178383535, 17131EA1C234



mah sahns one

Listen straight, a dodgy can play cheats games yer WiV

TOMORROW

THIS LOT WILL MAKE THE ODD JOB A LOT EASIER

While playing, pause the game and enter the following codes for the cheat of your choice.

50 health packs and all weapons SALET, SALET, (O), (O), (II), (II), (II)

Control camera

Exit door at any time

Freeze objects SHAET, SHAET, O, O, SHAET, SHAET, A, A

Giant Bond While standing on a tower press 1 SALES , O, O, A, A, A, A

Invincibility SHEET, SHEET, O, O, A, SHEET

Level select **■**, **●**, **⊘**, **⊘**, **w**, **w**, **⊘**, **w**,

Maximum health ■, ■, ◎, ◎, ↑, ↑, ↓

Minimum health ■ SELECT , SHEET , ② , ② , ↓ , ↓ , ↑

Movie mode

At the main menu press

Remove fire SSACT, SSACT, O, O, SSACT, SSACT, OD, OD **Remove objects**

SEAST, SEAST, O, O, SEAST, BRIST, O, O Remove onscreen displays SEAST, SMEET, O, O, C, ->, SEAST

Remove surface textures

Run faster

Spy cam SASET, SASET, (O), (O), (E), (E), (E), (E)

Unlimited ammunition . . O. O. O. A

View boundaries SARET, SILET, O, O, A, A, D, O

View debug information BARET, BARET, ①, ①, ①, ①, ①, ①

Walk through walls

Win mission SHARET , SHARET , O, O, SHARET , O

This ontion will appear on the

This option will appear on the cheat screen when you complete the game with Troy McMurray

First-person view mode This option will appear on the cheat screen when you complete the game with Mike Laird

On the rider selection screen, press ↓ ↓ ← → ↑ ↑ . ©

This option will appear on the cheat screen when you complete the game with Joey Garcia

Nightvision mode This option will appear on the cheat screen when you complete the game with Shaun Butler

This option will appear on the cheat screen when you complete the game with Kenan Harkin

This option will appear on the cheat screen when you complete the game with Chad Kagy

Unlock all levels On the style selection screen press, \leftarrow , \uparrow , \rightarrow , \downarrow , \leftarrow , \downarrow , \rightarrow \uparrow , \leftarrow , \circledcirc

Unlock Amish boy Complete the game with all ten of the secret characters

Unlock Slim Jim and a new bike Complete the game with any of the original characters to get a new



MDK Dear Daddy, I'm stuck on a level in MDK, can you give me all the cheats now! Barls, London

DADDY SEZ. A raght insistent bleeder, after mah awn 'art. Ere ye go, nippa

On the title screen press ←. (C) (A). ↑. (D)

Before you enter any the following cheats, first pause the game and press J. an. 1. (2)

J. T. O. J. T. J. 10

Cow drop
↑ ↓ ↓ , m, →

Dummy decoy ⊗, co, →. ②. ⊗. ↑. @

Invincibility \bigcirc , \bigcirc , \bigcirc , \bigcirc , \rightarrow , \uparrow , \leftarrow , \bigcirc , \bigcirc

Mortar ←, 188. (a), (b), →, (c), ←, ←

COMMAND & CONQUER

GENEVA CONVENTION? NAH, CHEAT LIKE CRAZY!

Input these codes during play using the following procedure: look on the sidebar (the right-hand toolbar) and you'll see the PlayStation symbols halfway down the bar. To enter the codes, move the cursor over the symbols and press cancel (by default) over each one in the order dictated by the cheat.

Reveal whole map (A) (A) (S), (O), (A), (D)

Win current mission

⊚, ⊚, ♠, ⊗, ⊗, ⊚ Lose current

mission \bigcirc , \otimes , \bigcirc , \bigcirc , \bigcirc , \bigcirc , \otimes

Name civilians (a), (a), (a), (a), (a)

Harvest people instead of ore \bigcirc , \otimes , \bigcirc , \otimes , \bigcirc , \otimes

Increase money by \$5000 ⊗, ⊗, ⊚, ⊚, ⊚, ⊚

Cronoshift @, ⊚, ♠, ⊗, ⊚, ⊚

Equip iron curtain (a), (b), (c), (d), (d), (d)

Equip parabomb (X, X, X, O, A, O)

Atomic bomb \bigcirc , \otimes , \bigcirc , \bigcirc , \otimes , \bigcirc

GACY OF KAIN: REAV

SUCKING THE BLOOD OUT OF GAMING

To activate a cheat, hold on or and enter the code below for a cheat of your choice. If you hear a scream... you've done it correctly!

Fire telekinetic force projectile \downarrow , \uparrow , \rightarrow , \uparrow , \downarrow , \leftarrow , \bigcirc , \rightarrow , \downarrow

Kain Reaver \otimes , \otimes , \rightarrow , \otimes , \leftarrow , \leftarrow , \rightarrow , \uparrow

Phase through gates \downarrow , \bigcirc , \bigcirc , \leftarrow , \rightarrow , \uparrow , \bigcirc , \uparrow

Scale walls (Δ) , (Δ) , (Δ) , (Δ) , (Δ) , (Δ)

Stone \downarrow , \bigcirc , \uparrow , \leftarrow , \downarrow , \rightarrow , \rightarrow

Force glyph \leftarrow , \rightarrow , \bigcirc , \leftarrow , \rightarrow , \leftarrow

Constrict \downarrow , \uparrow , \rightarrow , \rightarrow , \bigcirc , \uparrow , \uparrow , \downarrow

ammer

Soul Reaver \downarrow , a, B, \rightarrow , \rightarrow , \downarrow , \downarrow , \leftarrow , $(\Delta, \downarrow, \rightarrow)$

All abilities \uparrow , \uparrow , \downarrow , \rightarrow , \leftarrow , \bigcirc , \rightarrow ,

Fire glyph $(\triangle , \rightarrow , \downarrow , \bigcirc , \uparrow)$

Shift \uparrow , \uparrow , \downarrow , \rightarrow , \leftarrow , \bigcirc , \rightarrow ,

Sound \rightarrow , \rightarrow , \downarrow , \bigcirc , \uparrow , \uparrow , \downarrow

Sunlight \leftarrow , \bigcirc , \leftarrow , \rightarrow , \uparrow , \uparrow , \leftarrow

Water \downarrow , \bigcirc , \uparrow , \downarrow , \rightarrow

Health upgrade (level one) \rightarrow , \otimes , \leftarrow , \triangle , \uparrow , \downarrow

Health upgrade (max) ◎, ◎, ↓, ↑, ↓, ↑

Invincibility \uparrow , \uparrow , \uparrow , \rightarrow , a, o, \rightarrow

Refill health 4, ⊚, ↑, ←, ↑, ←

Hurt Raziel ←, ◎, ↑, ↑, ↓

Magic upgrade (max) $(\triangle , \rightarrow , \downarrow , \rightarrow , \uparrow , \triangle , \leftarrow)$



yer scrounging Raght, thassit gits. Nah git aaght before to yer Niagras!

Complete Square's sixth instalment in style



FINAL FANTASY VI

FOR THIS MASTERCLASS YOU WILL NEED:

AMPLE FREE TIME MAGICAL ABILITY A SENSE OF HUMOUR A POINTY HAT



Magic and its many uses

Abracadabra!

• FIGARO
CASTLE p.68
• VARGAS VS
SABIN p.68
• ULTROS p.69

D.67

• UNDER THE SEA p.69

- S. FIGARO p.70
- CAVES p.70
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- OPERA HSE p.71
- FIRE & ICE p.72
- ROBOBOSS p.72
- GESTAHL p.73
- ATMA WEAPON p.73

Magic is an integral part of all the Final Fantasy games and the sixth instalment is no exception. There are two types of magic on offer: White and Black.

White magic is used for healing, increasing abilities and general non-offensive functions. Black magic is focused on attacking and comes in many varieties such as Fire, Lightning and Poison. To use both types of magic effectively, you must be familiar with your characters and the enemies you face. If you cast Bolt against a lightning based enemy you will not damage the enemy, but heal it. However, if you use the element that opposes the enemy, it will have a much stronger damaging effect. Ice enemies are susceptible to Fire, Undead enemies are weak against lifegiving spells such as Cure and so forth.



Strago 738 —— Xzxxyz 681 ——



Party time

Make the most of your natural abilities



PRE-MAGIC TRICKS

When you begin playing Final Fantasy VI you'll find that many of your characters can't actually use magic. Before they learn to use magic - which comes later in the game you'll have to rely on strengths in other areas. Here are some of the key non-magical abilities you can make use of...



EDGAR

Edgar has a nonmagical ability called Tools which enables him to use projectile weaponry. This can be very handy when he's fighting in a big battle as most of his tools will attack multiple enemies. AutoCrossbow is very effective early on in the game as it is powerful and will make a significant hit on every enemy.



LOCKE

Locke has an ability called Steal which enables him to take an item from whichever enemy he is facing. He sacrifices his attack for that round, but it can be very useful to collect items if you are low on GP (gold points). Also, some bosses have items that cannot be bought in shops.



SABIN

Sabin is one of the most powerful physical attacking characters in the game, and his Blitz technique can totally devastate the enemy. The first technique you encounter is called Pummel, and it knocks something like 250HP off in just one turn.

The key input to use for Pummel is

←→←.



GAU

Gau is a great character to have in your group because of his ability to learn attacks. He has the skill Rage which, when activated. enables you to choose an enemy from his repertoire and set Gau going. He then battles with the same attack for the rest of the fight.

General tips

A quick reference guide

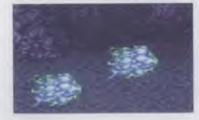
Fight Keep it simple

Unless you're in a hurry, try to fight through the random monster encounters. While you're walking round on the world map you will bump into many enemies and it's much better to fight them, steal what they have and take their points than run away.



Keep Fighting Be persistent

If you do need to escape, keep attacking anyway. Don't just hold the shoulder buttons and forget about the fight, you might be able to win it before the game allows you to run away. EP and GP are much more valuable than time.



Steal Reap the rewards

When you have the treasure hunter in your team, use his steal ability as much as possible. Stealing from enemies is a great source of items, and GP. If you find you have plenty of one item you can visit a shop and sell your wares. Unless you're really in danger and need Locke to fight, you should use Steal on most enemies.

Heal

Keep the HP high

In battle, use items to heal characters and when not in battle, use your magic. It is much easier to restore MP (magic points) by taking a rest at an inn than it is to use an item to get your magic powers back. In battle, MP should be used for attacking and only for healing when absolutely necessary.

Formations

Effective battle tactics

Stand your offensive characters to the front and have your defensive or magic-using characters stand to the back. Defence is higher to the rear, and attacking from the front does more damage than from the back. Decide who are the stronger characters and stand them in front while the weaker characters stand back. If you have to use a certain character just for healing, then they should stand at the back to protect them. If you have a character who likes to constantly attack, they should stand forward to maximise their power.



Sleep Virtually free recovery

Getting rest where you can will keep your characters HP and MP up, and will also cut down on the amount of Tonics, Potions and other revitalising items you use. Using an inn while in a town is much better than wasting a Tent on the world map, and it's much cheaper.

Chat **Gather information**

Try to talk to everybody you see more than once. Some characters have more information than they are willing to initially let on and only by talking to them a second time will they reveal what they know. When a character repeats the first thing they said to you, you can be sure you've pumped them of everything they know.

Be A Miser

Save everything you might need

Collecting revitalising items such as Potion. Tonic and Tincture will aid you in the future. If you're in need of a bit of cash and are going to sell some of your stock, you should always try to sell these kind of items last. When you buy new equipment such as weaponry or armour, sell the old equipment back to the shopkeeper so you can reclaim a few GP.



Magicite

Espers can be used and abused

The source of magic powers for the characters, apart from those born with it or those who have learned it (such as Terra, Celes and the Mage Warriors), is Magicite - the remains of an Esper. Equipping these gives you a powerful Esper attack and the ability to learn magic. The longer you are able to keep the Esper equipped, the more spells you will be able to learn!

Secret Bit

Extra options menu

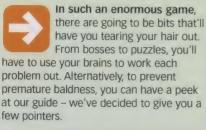
When you defeat Ultros for the second time (in the opera house), you meet Setzer. After meeting him, Setzer will whisk you away on his airship. Save the game as soon as you land and you'll be able to access a new feature when you next choose to load a game. The feature is called BONUS!



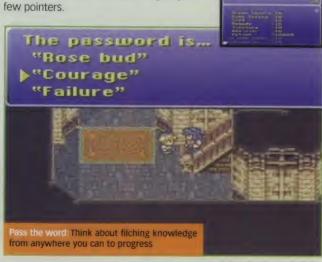


The hardest bits

How to beat the World of Balance









Figaro Castle Don't waste time wandering



Not a particularly taxing event, but it can be quite frustrating not knowing where to head when you're not given specific

instructions. Not far into the game you'll find yourself in Figaro, in the middle of the desert. Once you're done meeting and talking to the king, and you've wandered around the castle itself – you will find a Phoenix Down, a Tonic, a Soft and an Antidote scattered about – you'll need to find the next trigger to continue.

Exit the throne room and use the door to the left, it will lead you into the sleeping quarters. Use the stairs at the bottom-left of

the screen to leave the main castle building via one of the side doors. Head across the sand to the left, but don't go down as you will return to the world map. Keep going left until you come across a similar, smaller building. This is the west wing of the castle and it is where you want to be. If you want to visit the east wing, you should follow the same instructions from the throne room, going right instead of left. There's nothing much of interest in the east wing though. Go through the door at the front of the west wing building and talk to the Matron who is standing on the left side. This prompts the story to continue.

Vargas vs Sabin

The first tough boss



When you meet Vargas in Mt Kolts, you'll have to defeat him to continue. The first stage of this pits two lpooh against Edgar, Locke

Keep Terra attacking with Fire while Locke fights. Edgar should use AutoCrossbow and after a few turns the Ipooh should be destroyed. Next is Vargas. Again, have Terra cast Fire as this is her most powerful attack. Locke should fight and if you need to use any items for healing and such like, use Locke to do so as his attacks are the weakest of the three characters. Edgar should use his BioBlaster (if you have it) because it can cause considerable damage to Vargas each time it

makes contact. If you didn't pick it up, use the AutoCrossbow instead.

If you survived that, Sabin will appear and confront Vargas. You should continuously attack using the Fight command, but make sure you keep your HP above 130 by using Potions and Tonics as Vargas's Gale Cut will completely wipe you out if you're not in reasonable health. After some time, you will be instructed on how to use the Blitz technique Pummel. When you select Blitz from the menu, the cursor will appear beside Sabin. At this point you should tap $\leftarrow \rightarrow \leftarrow$ and then \otimes . This will instigate the Pummel command. Once you've completed that, Vargas will succumb.







Ultros

Eight legs are better than one









tentacle attack as it's a very big hit



After cascading down the river Lete, you meet a nasty sea beast boss. It doesn't appear, initially, to be a particularly hard task, but

bear in mind that Ultros's Tentacle attack can

knock almost 300HP off all your characters. To conquer the octopus, have Terra cast Fire each time her turn comes. Edgar should use his AutoCrossbow, while Sabin should use his Blitz techniques. Banon has the ability to heal all the characters in one turn so use this every time you get the chance to. If you need to revive a character (unless it is Banon who has fallen, in which case the game will end) then use Locke to throw





a Phoenix Down while the others keep attacking and healing.

One Tentacle hit to Banon and he will die, so if you picked up True Knight from the Returner's Hideout then you should equip it

> to the strongest character before battling. This way it will be the True Knight who swoons, not Banon, You must revive True Knight immediately though, if Tentacle is used again there will be nobody to protect Banon.

The boss has about 3,000 HP so it's a tough battle, and it can be riddled with decisions whether to attack or use an item, cast a spell or revive a character. It's a thinking game too.

Under the sea

It's not all sunshine and seaweed

Once you've encountered Gau and he's joined your group, you'll have been taken to Crescent Mountain. Once in the water, you will encounter a bad guy called the Anguiform. Watch out! If this is in a group with other enemies, make sure you take the Anguiform out first. Use Sabin's Pummel and Gau's Rage TekArmour attack. Cyan's level 3 Swdtech doesn't have much of an effect on the Anguiform, only about 150 HP or so is knocked off, so try to use his level 2 Retort. If he can withstand and attack then he will perform a powerful counter-attack. Make sure you keep your party's HP up above at least 250, as the Aqua Rake attack takes off 200HP from each of your characters in one turn.





All the battles under the sea are forced, they are not random like the battles on the world map. You have to face the Anguiform at one point or another and defeating it will raise your EP, GP and get you an item or two. Try to heal your characters using Tonics, as these are easier to come by and cheaper to buy. Potions are more appropriate when your characters fall below 100HP, as this will boost them up to almost full health, but Tonics should be used to prevent them from getting so low in the first place. If the Anguiform uses a heavy attack and you've been waiting for the HP to get suitably low to justify the use of a Potion, then you're dead meat. Use Gau to throw the items as his battle timer fills up faster than either Sabin's or Cvan's.







South Figaro

Cross-dressing



When you choose to play Locke's scenario, you'll be in South Figaro with the aim of escaping. The place is crawling

with guards so you'll have to be sneaky to get out. Head for the item shop and talk to the Merchant who is stood by the clock. You'll get

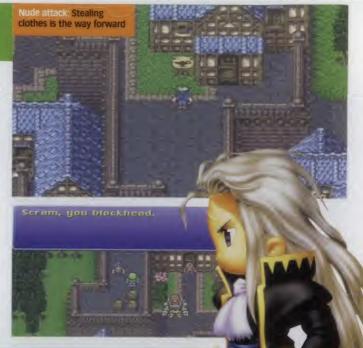
into a fight with him when you threaten to rip his lungs out (oh yes), but don't kill him! His attacks are in single figures so there's no need to worry. Use the Steal command to take his clothes and disguise yourself. When you've done that, the Merchant will run off - it's embarrassing when you're fighting in the nude.

Next, head onto the higher tier of town and follow it round to the left. At the end is a green guard

who you should talk to and get into a fight with him. Now you can use the Steal ability to remove his clothes and dress up as an imperial soldier. Once done, head for the inn where there'll be another merchant who you should get into a fight with. The challenge comes in finding the Merchant as there are

> require is hidden in the basement (the right-hand stairs when you enter the café) and not the one who is in the bedroom at the inn. cider and then you will be ready man's house where you can give him the cider and get him talking. Next, talk to the kid who's downstairs and give him the password Courage.



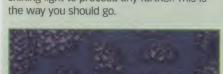


Security caves

See the light



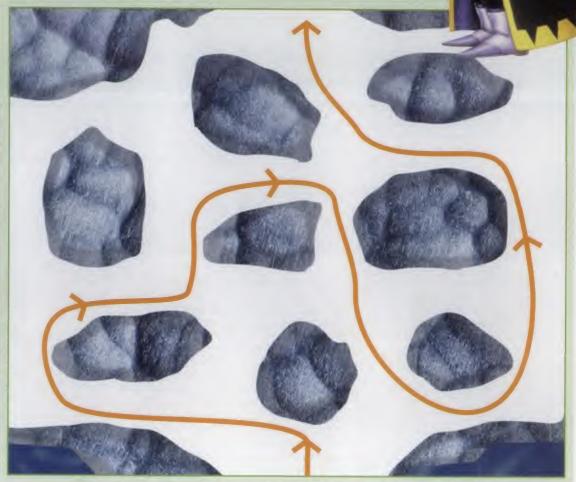
Travelling through the caves of Narshe when you're playing out Banon's scenario will lead you to a cave where you must follow a shining light to proceed any further. This is



See the light Follow our map to make sure ou get a revelation







Kefka

The battle of the Esper

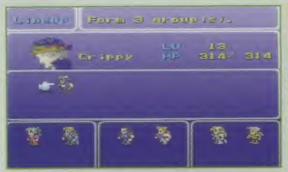
When you reach the mountain where the Esper has been hidden, you will need to take on Kefka's army and ultimately Kefka himself. You'll be split into three groups to take on the army – the group that gets to Kefka first will take him down.

There will be two groups of two and one of three, so make sure Locke goes in the group of three, as he's not particularly powerful but can be used to throw items. Team him up with Terra and Cyan. Put Edgar and Celes together, as they both have multiple targeting attacks, and Celes can heal both of them at the same time with Cure. Gau and Sabin work well together as Sabin has his powerful Pummel and Gau is a versatile character who is easy to control.

Simply choose an attack and he will use it throughout the fight. However, Gau has poor defence and will often die in battle. Only use a Phoenix Down on him when you are fighting a single enemy, not multiple enemies, as any more than one bad guy gives them chance to kill Gau as soon as he is revived.

Locke, Terra and Cyan should head for Kefka. Just before you get there, enter your inventory and heal all your characters, get Terra's MP to the top, and Equip the Optimum for each character. When you're fighting Kefka, Cyan should use his level two SwdTech Retort! Locke should fight and use items when he needs to, and Terra should use magic to cure the group, or each individual character.







Opera House Know the score

When you reach the Opera House you'll have to remember the lines to an opera for Celes to be believable as Maria. If you're master in the memory stakes, here's what's written on the score. Simply recite it at the

Scene One

appropriate moment:

Oh my hero, so far away now. Will I ever see you smile? Love goes away, like a night into day. It's just a fading dream...



Oh my hero, so far eway noib. Will I ever see your smile? Love goes away, like night into day. It's just a fading



I'm the darkness, you're the stars. Our love is brighter than the sun. For eternity, for me there can be, only you my chosen one...

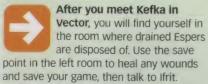
Must I forget you? Our solemn promise? Will autumn take the place of spring? What shall I do? I'm lost without you. Speak to me once more! [Here you pick up the flowers. Climb the stairs to the balcony high atop the castle. Raise the flowers to the stars. You must hurry, you have just moments before Scene Two starts – the Impresario].

When Draco appears, you should chase him round until he turns into some flowers. Collect the flowers and then climb the two sets of steps and walk to the end of the balcony to continue the opera.



Fire and Ice

Beating the Espers into submission



To defeat these bosses easily, you will need Gau in your group and he should have been taught Over-Mind, and have two Earring Relics equipped. Locke should be equipped with the Fire-Blade. When you are fighting Ifrit, use the Fight command, even though with Locke it will heal Ifrit a little it's worth it, and if you have Celes, use her Ice magic. If you do have Gau in your group, don't use his Rage command until Ifrit has gone. Instead, try to heal the party as much



as possible. If you take your time over killing Ifrit and keep your party's HP up, Ifrit should disappear and Shiva should fight you instead. Now the Fire Blade you equipped will cause extra damage to her as she is an Ice elemental. As soon as Shiva appears, you should have Gau perform his Rage Over-Mind command. If you can get him to pull this off when he has two Earring Relics equipped, the Elf-Fire will deal almost 2,500 HP of damage to Shiva! A couple of hits with Locke's Fire Blade and it will all be over.

When the fight has been concluded, collect the Shiva and Ifrit Magicite that they kindly leave for you and go and heal your wounds and save your game again in the room up to the left.







Received the Magicite "Shiva."



Roboboss

Number 24 is a shifty bad guy



Not long after the battle with Ifrit and Shiva you'll come across an aggressive robot called Number 24 who blocks your path.

Equipment is the key to success in this battle.

Number 24 has a magical ability called
WallChange and when it is cast, the
weaknesses of the boss is changed. A variety
of attacks is necessary for you to succeed,
so equip a different element of Esper to the
magical attack element you have, and if you
have an elemental weapon equipped, make
sure it is different to the Esper and magic you
may also have. This way you will have a
variety of elements at hand and it won't

matter much what particular weakness the boss has.

When you are fighting Number 24, use Scan each time he uses WallChange to find out what his weakness is, and use your attacks accordingly. When he is weak to an element you have a particularly strong attack in, use Silence (Mute) or Imp to stop him from casting WallChange again (he can only cast two spells when he is in Imp form, and they are both recovery spells). A fantastic way of beating him is to have Gau in your group and he has Over-Mind in his Rage repertoire. When Number 24 becomes weak to Fire, use Over-Mind and watch him die miserably.

Alternatively, you can use Brawler, which will constantly deal around 700HP of damage with the Stone attack. If you don't have Gau in your group, or if Number 24 doesn't become weak to Fire, wait until he is weak to Ice as Celes can use her Ice Magic. Use the other characters to heal the character with the most powerful attack, and make sure you don't attack with an element that is opposite to the element Number 24 is weak to otherwise you will heal him.

Don't forget to use your Espers too, especially when the boss can't cast spells. When he is weak to the element you have an Esper in, give him all you've got!



Destroy the Air Force before the MissileRay and Laser Gun









Emperor Gestahl

A cup of tea and a chat

When you return to Vector and visit the emperor, you must engage in conversation. Depending on which answers you choose, the outcome will be different. Here's how to get the best outcome:

When asked what to toast, answer, "To our hometowns."

When asked about Kefka's fate, answer,

"Leave him in jail."

With Doma's apology, answer,

"That was inexcusable."

When asked about Celes, answer, "Celes is one of us!"

Remember which question you choose to ask Gestahl.

When asked about the Espers, answer, "Yes, the Espers have gone too far."

Remind Gestahl of the question you previously asked.

When asked to rest, decline the offer and keep talking.

When asked what you want to hear, answer, "That your war is truly over."

When asked if you will accompany Gestahl, answer, "Yes."

When you leave, if you managed to talk to all the available soldiers before dining, you will be notified of South Figaro and Domas liberation. Depending on how well your conversation with Gestahl went, the stock room will be unlocked, you will get the Tintinabar Relic and also the Charm Bangle Relic, but it will not be apparent you have achieved this until a bit later in the game.

The Emperor's expecting you. This way...







Atma weapon

At the end of The World of balance







quip the Bismark Esper as oon as you get it.

Nearing the end, you will come across a mega-violent bad guy called Atma who is as old as the Cosmos. You should have picked up the Atma Weapon equipment already, but Locke can steal it from the enemy if you haven't. He's a tough monster to beat because of his high-powered attacks, and he

because of his high-powered attacks, and he can be a pain in the backside to keep up with as you'll find yourself wasting turns just trying to keep a reasonable HP. Gau is always good when he uses his Over-Mind Rage technique, but make sure you keep an eye on him as you can't heal him with healing spells or items. Sabin should use the most powerful Blitz technique he knows,

is good spell to cast if you have mastered it, and Fire2 comes a close second.

Atma's hasn't got any weaknesses because he hasn't any element. This can be seen as a good thing (you don't need to worry about accidentally healing him), or a bad thing (there are no enormous attacks you can use to beat him into the ground). Watch out for his Flare attack. If he casts it, unless your character is over 1000HP by now, a Phoenix Down might be in order. Atma's Quake attack also has pretty devastating effects as it can take up to 500HP from each character. Make sure you keep your HP high on at least two of your characters so he doesn't wipe you out in one move.

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No more hiding behind the sofa, let us light the way

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CARNBY'S OUEST

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CHALLENGE p.76

ALINE'S

THE FINAL

• DEFEATING

THE BOSS

ADVENTURE p.78

SHOWDOWN n 78

ALONE IN THE DARK: THE NEW NIGHTMARE

FOR THIS MASTERCLASS YOU WILL NEED:

A FULLY CUSTOMISED ARSENAL A POWERFUL TORCH CHANGE OF UNDERWEAR FEAR OF THE DARK

Who's afraid of the dark?

You're alone. And it's not sunny



Following a rather nasty plane crash, Edward Carnby and Aline Cedrac are left

stranded on the mysterious
Shadow Island. If that's not bad
enough, the island's resident
psychotics are hell-bent on
bringing darkness to the world
and there are plenty of demons
that'll stop at nothing to turn out
your lights. Permanently. While
on the island it's your task to
find clues and solve puzzles on
your way to stopping the evil
Alan Morton. Years of research
and biological experiments by

his family into the powers of darkness have culminated in Alan's discovery of the Gates To Darkness. Therein lies the realm from which the most sinister of creatures cross to the outside world. With the help of Aline and a prophetic Indian, Edenshaw, you must close this door. But first, you'll have to reach it. Using this guide, you should have no problems solving the trickiest puzzles and defeating the beastliest of beasts. And, of course, there's the final showdown in the depths of the World Of Darkness.



Reaster class

Bullet basics

Save ammo or you'll be firing blanks



Carnby has an impressive arsenal at his disposal, but that doesn't mean

you can be trigger-happy. You begin the game with a customised 12-chamber revolver that fires two shots at once. Although this inflicts double the damage on your demonic foes, it also uses



double the ammo. Similarly, the more powerful triple-barrelled shotgun fires three cartridges at once. Keep an eye out for ammo pick-ups and crystal battery chargers – there aren't very many so you'll need them all. Be sure to aim carefully using and conserve your ammo or else your quest will be rather short-lived.



Weapon of choice

Shoot first. Ask questions later



To kill some monsters you'll need heavy artillery; a Photosaurus or Night

Ripper will only be taken down quickly with a rocket launcher. Dogs Of Darkness and Hybrids, however, need just a couple of shotgun blasts. The revolver, though pretty useless against any of the larger creatures, is perfect for exterminating little critters like Luxrats and Arachnocides. Later in the game, the Plasma Cannon and Lightning Gun will make short work of any wouldbe hell raiser. And if you want some serious firepower, the Photoelectric Pulsar is the only choice. It may use up a lot of battery power, but it certainly packs a punch.





Light up my life

Be a bright spark and use your torch



Being creatures of darkness, they will try to hide away from light giving you a chance to either blast them or scarper! Look out for objects that shine or twinkle in the beam of your torch, as they are crucial to completing your quest. Levers, light switches, clues and, of course, guns and ammo will all reveal themselves to you like this, so keep your eyes peeled.

Medical attention

Wounded? You'll need this then



Even if you're the best shot in town or just plain jammy, it's inevitable that you'll

pick up a few knocks along the way. Luckily for you there are plenty of first-aid kits scattered around the island. Don't wait until your energy status is red to use them though – if you face a sudden attack by a group of nasties, it'll be too late. As well as first-aid kits, you can fill your flask with healing fluid at the green luminous fountains in the World Of Darkness. However, there aren't many so stay alert!





Read and learn

A little reading goes a long way

ARE SO CRUDE. MAN IS SO VAIN!
GRANDPA LEFT ME A LETTER AND HALF A PHOTO OF US IN FRONT OF THE GATE. I CAN'T EVEN REMEMBER WHEN HE TOOK IT. THERE'S A NUMBER WRITTEN ON THE BACK. BUT I CAN'T DO ANYTHING WITH IT. IT'S NOT THE CODE OF THE CONTROL BOARD IN THE LIBRARY.

Well read: Take note of the diary entries



Along the way you'll find lots of books, diaries and letters that are essential reading.

These contain plenty of information concerning the plot of the game and, more importantly, reveal vital tips. Key hints are written in red ink and without them you simply cannot solve certain puzzles. Once collected, they can be reviewed in the inventory screen.

Run like the wind

No bullets? Best get your trainers on



Though not the most dignified way to win a battle,

running away like a startled ferret is sometimes your best, and only, option. If you run out of ammo or wish to save it for bigger foes later in the level then it's wise to scarper, especially if you're facing smaller enemies or the ridiculously slow hybrids. Bear in mind that many enemies will chase you and, in the World Of Darkness, they will regenerate and become an even greater threat than before. If you can, run past the beasts. If you can't, you'll have to retreat and hope to find some ammo or Linford Christie's legs. Keep an eye on your map too - you don't want to run into even more trouble or find yourself cornered in a dead end.



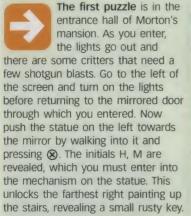






Mirror magic

Unlocking the first painting



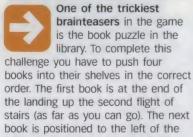






Library challenge

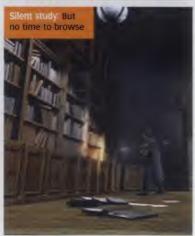
Ssshhh! Can't you see I'm reading?



the landing up the second flight of stairs (as far as you can go). The ne book is positioned to the left of the light switch by the entrance doors, and you can find the third book at the foot of the first staircase. The final book, which unlocks another painting, is just past the ladder on the second floor.







Key location

Beneath the floorboards

As you enter the east attic there is a section of flooring that's hollow. To find it, walk along the room until your footsteps sound different as you step onto the floorboards. They also appear slightly lighter in colour under the beam of your torch. Use the crowbar from Obed Morton's study to reveal the gilded key and also a small key that unlocks the desk in Alan Morton's study.





Defeating the Procuraptor

Blast the winged beast into oblivion



In the library you will also face a Procuraptor. This nasty piece of work is extremely tough and,

given half a chance, will fry you like a chicken from Kentucky. It's a relentless little blighter and you can't run away because the doors will lock automatically. Your only choice is to kill it. To do this, wait



until it hovers near you and blast it with any weapon, avoiding its lightning bolts. Wait for it to curl up and recover, then switch to the rocket launcher and show it who's boss. It will fly away for a moment, but don't rest easy just yet as it'll attack again. Repeat your actions until the beast is defeated and you'll be able to leave the library.



Abkanis incantation

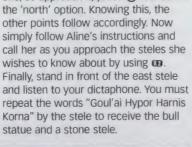
Say the words, get the goodies



Once you have crossed the bridge on the moor (which then collapses) you reach the Megalithic

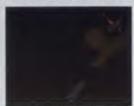
Abkanis ritual site. Carnby needs to work out which direction the steles are facing. The easiest way to do this is to press to view the map, and move the compass points over the site. You'll notice that the largest of the steles (at the top of the screen) is the northern

one, so approach it, press (x) and select the 'north' option. Knowing this, the other points follow accordingly. Now simply follow Aline's instructions and call her as you approach the steles she wishes to know about by using ... Finally, stand in front of the east stele repeat the words "Goul'ai Hypor Harnis Korna" by the stele to receive the bull statue and a stone stele.









Swamp thing

Ever get that sinking feeling?



After leaving the Abkanis incantation site, follow the path through the caves. There are a

number of beasts you'll need to deal with here, so keep your trigger finger primed. As you enter the swamp, head to the left of the screen, avoiding the hybrids, until you reach the downed plane. Grab the goodies inside before going into the cockpit and checking on the pilot. You'll be treated to a cutscene as he wakes up, but don't stand around as the plane starts sinking into the depths of the swamp. A timer appears in the top of the screen and you have exactly 15 seconds to get the hell out of there! Exit using the same door you used to board and then watch as the plane (along with the doomed pilot) disappears into the murky water.



Secret lab stash

Hidden goodies to be found



There are some hidden items in the laboratory. which can be found in the underground passages of

the island. Fortunately they're just what you need, as there are plenty of dark beings waiting to finish you off in the following passageways. In the room where you collect the letter from Christopher Lamb to Obed Morton head towards the poorly lit

wall to the left of the screen. Have a good nose around and you'll stumble across a big cupboard. Open it to discover three first-aid kits and two more gas cartridges. Nice!

Don't get complacent though. Make sure you keep an eye out for those vicious Hybrids and other monsters as they're very protective of this stash and certainly won't give it up willingly.







Final fight

Put the evil Alan Morton to sleep



Carnby's final encounter is with a mutated Alan Morton, and he's not best pleased that you've made it

so far. You'll find him at the end of the Abkanis Necropolis, guarding the final statue head. Don't bother filling him full of lead, as he cannot be killed. Instead, simply fire five rockets (or use similar heavy weaponry) at him until he falls. Then quickly run past him to the dead

end towards the spear. Carnby will now slay the beast with the spear, leaving you to collect the statue head, climb the rope and place it on its mount. Finally, sit back and enjoy the final cut-scene as you've finished the game!

Or have you? You might have completed Carnby's adventure but start again and there's a whole new adventure waiting with Aline!







Alone in the dark with Aline. At last

Torch the demon

Shed some light on the problem

As Aline Cedrac, you begin the game with no weapons and a slight injury. Use a first-aid kit as soon as you can to heal up. As you have no weapon, you must keep your flashlight on at all times. Luckily, it'll injure enemies as well as lighting your way. The creature in Lucy's bedroom, for instance, is immune to bullets, the only way to kill it is to shine the torch repeatedly in its face. How about that for a bright idea?

Monster in the library

Once you've opened the

secret door in the library

(by entering the code 1991

into the four code entry

books) you can enter the secret study.

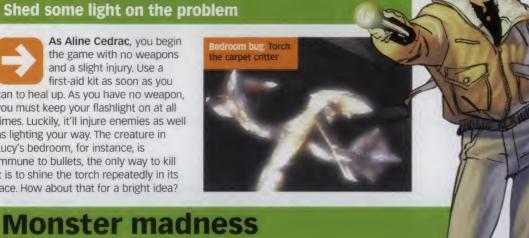
Howard Morton, Blast him three times with the shotgun, then run to get a

thrashes around in agony. Repeat this until he's down and out for the count.

Pull the lever to raise a containment

chamber that holds your next foe,

good position and reload as he



Call for help!

Every UK cheat line reviewed..

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OPM RATING: 3/10

Howard's end

Run for your life. Really



Once you've left the mansion you'll find yourself in the gardens. All is not well though, as a mutated

Howard Morton lunges to attack you. Don't bother trying to shoot him, as he'll recover every time. Your only option is to run like hell, and don't dawdle or he'll catch you and cause you some serious pain. Check the map (12) to make sure you don't hit a dead end and keep an eye out for a few dark beasts along the way. Run past the chapel and go inside the Morton family burial chamber. In here you'll be safe from Howard and free to continue your quest.





Final showdown

Did you get my good side?



Aline's final encounter is tougher than Carnby's. You must defeat Obed Morton but there's a twist. He has

a 'good' and an 'evil' side and to kill him you must only shoot his evil side (the side that attacks you). The best weapon to use is the powerful

Lightning Gun but be sure not to hit his good side, or else he will advance towards you and cause some serious damage. Once you've shot his evil side 11 times, Obed dies and the only thing left to do is pick up the statue head and remount it in the chamber that you found upstairs.





Come and have a go!

Kick readers with your gaming prowess and watch 'em weep



Name:

My Challenge is:

My Personal Best is:

Coventry has a straightforward but tricky

TEST OF THE GAME GODS

challenge. Tough talking John Super Akuma is by far the goads us PS lovers with, "Yo OPM, can you beat Super Akuma in Street Fighter

John Taylor from Alpha 3? I can beat him with out there are black belts Sakura! I bet you Muppets can't match that!"

> toughest character in any fighting game... ever. Still, we reckon that some of you own challenges too... •

> > Address:

with the mystical joypad.

Make John choke on his Hmm, this is a tough one, own words and while you're at it, give him a dragon punch or two from us! Remember to send in your

GUIDE

APPEARED IN

WORLD'S SCARIEST POLICE CHASES OPM75 Help with all the missions, levels and other mayhem

SHEEP, DOG 'N' WOLF OPM76 & 77 These instalments will have you panting like a dog. Mmm.

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PlayStation Magazine PLAYABLES O VIDEOS & CHALLENGES OF FAME





Multiplayer-madness! You've gotta love it. This month's disc has caused nothing snort of an all-out gaming war in the *OPM* office. We've been challenging each other to duels of *Rayman Rush*, taking it in turns to crush Nick at *Total Sociae* and

then racing off some aggro in Rollcage Stage II and Mulpper RaceMania. We've not neglected the single-player experience though, as we're also giving you the chance to get stuck in to Alfred Chicken and have another bash at one of the most atmospheric PS1 titles ever, Alone in The Dark 4. Enjoy!

VOYAGE OF DISC-OVERY

Hampt your CS is easy, it is like bloobrail up a prome iPop it into your PluyShobon the size. If yough the not will wring men it cang. ← and →, pressing. ⊗ in select the demo you want. After obyving some of our demos you in need to reset your consine.

Disc-traction

Poorly CD? See below

Pack up your troublesome disc in an envelope and send it back to this address: Official UK PlayStation Magazine, Disc Returns, Customer Services, Future Publishing, Carey Court, Bancombe Road Industrial Estate, Somerton, Somerset TA11 6TB. We'll test it and, if it's faulty, we'll send you another one. Please note: we don't keep old discs in stock, Lee is using them to make a life-size model of the Tyne Bridge.



Rayman Rush

PLAY! Ubi's floppy-eared mascot rabbit's back on PS1. Take your marks, get your 'Station set and go straight to page 82!

Champions League

the crème-dela-crème make it here. Are you one of the chosen ones? Flip to page 95 now



Fame, fortune & prizes can be yours

win! You show us your skills, we give you top notch prizes. Go on, prove yourself! From page 82



RN OVER NOW FOR A BANQUET OF DELICIOUS DEMOS!

Rayman Rush Alone In The Dark 4 Rollcage Stage II Metal Gear Solid: Special Missions Star Trek. Invasion! Muppet RaceMania Alfred Chicken Total Soccer Play them now









"Ah but monsieur, like zee frogs, surely you cannot run wizout zee legs?"

Rayman Rus



FALT'S GENRE RACING GAME • OUT MARCH 2002 • PUBLISHER UBI SOFT • CONTACT 0870 800 6160 • OPM SCORE N/A • FULL GAME FEATURES 12 RACING ARENAS AND FIVE MODES OF PLAY

Enter

Mon dieu, our Gallic platform

THE NO-LEGGED RACE

hero has turned his flappy feet to athletics! It's a golden rule in videogames that once you've starred in a few successful adventures, you're granted licence to appear in your very own racing game. But, unlike Crash Bandicoot and a million other cartoon characters, Rayman is opting to go it on foot rather than hop in a supercharged kart. So get your best running shoes on and boot up the demo disc for the next great Olympian sport - rushing. Beats curling anyway!

Our demo has two different tracks for you to sample, one a swift single-player race against Globox around the Water Canyon level, the other a two-player charge through The Canopy. Try them both out (the multiplayer option is especially entertaining) then cast your eyes over our oddball demo challenge if you fancy nabbing yourself a full copy of the game plus a stash of Rayman wares. Yep, we want all you budding artists to get scribbling again.

In the next issue of OPM we'll have a massive review of the complete Rayman Rush game.







OUR DEMO'S A FAIRLY EASY AFFAIR. HOWEVER, HERE ARE A FEW TRICKS FOR FASTER RACE TIMES



RACING LINES

There are plenty of blue arrows pasted onto the track that'll give you a temporary speed boost. Keep your eye out for them and try and run over as many as possible. If there's an object in front of the arrows, don't forget to jump it (
) or you'll crash.



SET FOR STUN

In both the single and multiplayer modes you can shoot your opponent with a Freeze Ray to slow them down. Just line up your shot and hit **(a)** to spew out a stream of blue gunk. You can also use the shoot facility to activate any switches you find.



SWITCHING LANES

This hint is for the multiplayer mode only (so don't tell your mates!). Toward the middle of the course, the track splits into two lanes. One side of the track has the blue speed arrows, the other doesn't. To bamboozle your opponent, shoot the switches in the centre (pictured) and the arrows will change lanes. Neat!



JUMP TO IT

Use (a) to jump out of the way of falling rocks or to reach high ledges. Rayman also has a special pair of helicopter ears that he can use to hover with. These come in handy when trying to avoid water obstacles or float to safety. Be warned though, they're not exactly speedy!

The Finer Points...

Nellisman!

Quick on the draw. The clowns in the *OPM* art team have mocked up Nellis to look like Rayman. Or does he really look like this anyway? Hmm, you don't want to know, readers. Anyway, following this example, we'd like you to draw a picture (or mess around with a photograph if you can) that shows you doing your impression of the limbless loon Rayman. The best drawing, as voted for by the art team, will nab a Rayman goodle bag.



Head men: OPM's Rich and Nick get the Rayman treatment. Freaky!

TOP TIP

HIGH LIFE! In the single-player Water Canyon level, jump to the high platforms after passing the waterfall to get more speed-ups.

CHALLENGE OPM

Play the demo, rush the champ. Go on, he's armless



THE CHALLENGE

After the phenomenal response to our *Monsters, Inc* 'draw a scary beastie' challenge, we'd like you to get scribbling again. This time we're after the best Rayman lookalike. Draw a picture, mess with a photograph, whatever. Just make yourself look as much like Rayman as you can and we'll choose one winner.

THE PROOF

Er, just send us your picture. That's it!

THE PRIZE

One winner will receive a *Rayman* goodie bag that includes a copy of *Rayman Rush*, a *Rayman* T-shirt, figurine and a pair of wind-up running feet!



Nick "legless" Ellis finished the single-player race in 41.42 secs. It's not in the challenge but let us know if you can beat him









"Get ready to change your shorts as your life is about to become very disturbed"

Alone In The Dark: C The New Nightmare

FACTS GENRE SURVIVAL HORROR • OUT NOW • PUBLISHER INFOGRAMES • CONTACT 0161 827 8061 • OPM SCORE OPM72 9/10 • FULL GAME FEATURES A SPRAWLING WORLD OF TERROR

Enter

Here is survival horror at its

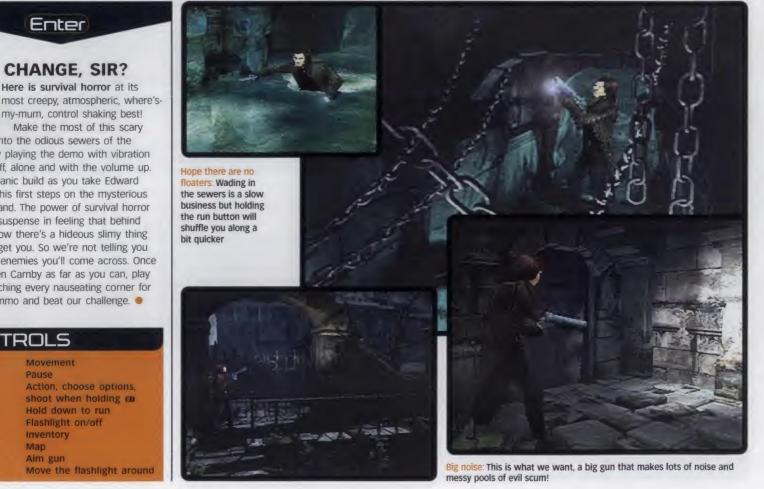
PANT CHANGE, SIR?

my-mum, control shaking best! Make the most of this scary excursion into the odious sewers of the mansion by playing the demo with vibration on, lights off, alone and with the volume up. Feel your panic build as you take Edward Carnby on his first steps on the mysterious Shadow Island. The power of survival horror lies in the suspense in feeling that behind every shadow there's a hideous slimy thing waiting to get you. So we're not telling you how many enemies you'll come across. Once you've taken Carnby as far as you can, play again, searching every nauseating corner for precious ammo and beat our challenge.



Aim gun

Left Stick



Move the flashlight around



KEEP LOSING? CONSULT OUR GUIDE TO THE BEST SUBS. BUT ONLY IF YOU'RE DESPERATE



FLASH THAT LIGHT!

Always have the flashlight on (use **③**). The game will be more atmospheric and you'll find more items that are vital to your survival. Use the left analogue stick to move it around when searching for clues or goodies. The game looks cooler with the flashlight playing tricks with shadows.



LAST AID?

Don't panic if you get munched by some disgusting monstrosity. It takes quite a few attacks from the smaller enemies to bring your main man down. If you use the first aid kit when it's not essential you'll no doubt be left for dead when it is.



RELOAD, RELOAD, RELOAD

Whenever you've fired some rounds off and the threat is over, you should always reload your gun by going to the inventory screen (use ♠), selecting your ammo, then the Reload option and pressing ♠ Ignore this advice at your peril.



FULL GAME FACTS

In the full game, these basic tips will go a long way to helping you get to the end. When stuck, never underestimate the map. Your notebook and any documents will also contain invaluable clues for some of the tougher puzzles. You can call on your partner with the radio for further hints.

Mike at his own game

The Finer Points...

When all seems lost there is another way...



Moving on. When playing the demo, you will quickly discover that you can't use the main gates to get into the manion and no other path seems to lead to a way forward. Once past the first enemy, go through the gate and follow the path left and choose to use the valve. The way forward suddenly becomes obvious.



Mini-boss The mini-boss Phocomelus, isn't too tough but he can kill you if you don't use the right tactics. Firstly, he won't let you out of the flooded area. So fight, not flight, is the approach to take. Once he's revealed himself, shoot him once, then wait for him to surface again and repeat. He always attacks you from behind, so have the gun aimed and be ready to spin round and let him have it. You'll soon toast his evil ass this way.



TOP TIP

EASY ON THE LEAD As with all survival horrors, remember that if you can skip past enemies without wasting precious ammo, do so

CHALLENGE OPM

Play the demo, beat the champ. Go on, he's easy meat



THE CHALLENGE

Complete the demo using the least amount of bullets. We also want to see a photo of you with the scariest face you can pull. In the event of a tie-break, we will judge the finalists by the photos. Go on, make us change our kecks.

THE PROOF

Take a photograph of your inventory showing the amount of ammo you have left (including those already loaded into your weapon/s). Remember the tie-break photo, just in case.

THE PRIZE

A very cool ceramic statue of Edward Carnby worth plenty of wedge plus a copy of the game.



"An eye-blistering feast of warp-speed stock car racing"

Rollcage Stage



THE FACTS GENRE FUTURE RACER O OUT NOW O PUBLISHER SONY O CONTACT 0207 859 5000 O OPM SCORE 9/10, OPM57 O FULL GAME FEATURES 10 RACERS, 150 CHALLENGES AND 20 COURSES

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THE FUTURE FASTLANE

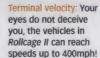
Forget Gran Turismo and every other F1 or rally game. If you're a speed junky, Rollcage is where it's at for adrenaline-soaked automotive thrills. Our huge demo of this Wipeout-inspired future racer features cars and tracks in both single and two-player arcade mode, plus there's a two-track scramble mode.

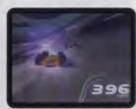
After you've dipped into arcade mode for some seat-of-your-pants racing, test your driving in scramble mode, in the demo challenge. Have a bash at the introduction level, then hit the Racing Line track for our challenge. The finished game features 50 cars, 60 tracks to race them on and 14 different game modes, but unfortunately no replacement eyeballs.

CONTROLS Pause **Accelerate** Brake Reverse 0 Face forward (E) Zoom in œ Zoom out Fire first weapon (1) O Fire second weapon Target car Rear view mirror Steer vehicle











CHALLENGE OPM

Play the demo, clamp the champ...



THE CHALLENGE

A straightforward one, this. Just complete the Racing Line course in scramble mode in the fastest time possible. The quickest player wins our prize.

THE PROOF

A photo of your end-of-race screen showing your Racing Line circuit time, or video your best run.

THE PRIZE

Rollcage II developer, Attention To Detail, is offering our winner two Rollcage T-shirts and a steering wheel. So get practising.



"Train your Snake to his full potential with some tricky virtual reality missions"



Metal Gear Solid: Special Missions

FACTS GENRE ACTION ADVENTURE • OUT UNAVAILABLE • PUBLISHER KONAMI • CONTACT 0208 5825573 • SCORE 10/10, OPM51 • FULL GAME FEATURES 300 VIRTUAL REALITY MISSIONS

Enter

ON A MISSION



After last month's Metal Gear Solid magic on the disc we thought it would be rude not to offer you a follow-up. And a tasty little follow-up it is, too.

These Special Missions were released about a year after the original game as an add-on - you have to have MGS to use the Missions disc - and they added some muchneeded longevity to the MGS experience.

The missions - all in funky virtual reality luminous green - are the perfect way to train, transforming you from a fumbling lummox into a super stealthy killing machine almost overnight. There's loads to explore in this demo. The weapons training section offers you the chance to improve your targeting and reflex skills. If you're a wuss, you can take on harmless targets; or be rock hard like us and fight bad guys that shoot back. Several levels are included from this section, so whether you slack with a Socom or naff with a Nikita you're bound to find something that will help.

CONTROLS

Direction First-person view Crouch/crawl Throw/choke Attack Inventory







CHALLENGE OPM

Play the demo, make it quick



THE CHALLENGE

In the battle mode there's a mission to take out 12 guards in under 12 minutes. To win, simply get the quickest time.

THE PROOF

Take a picture of the screen, with the time clearly visible. Make sure you write your time on the front of each entry, too.

THE PRIZE

Loads of gaming goodness, including some rare Metal Gear Solid gubbins.



"Better than a sonic shower with 7 of 9... almost"

Star Trek: Invasion

HE FACTS GENRE 3D SPACE SHOOTER • OUT NOW • PUBLISHER ACTIVISION • CONTACT 01753 756 100 • SCORE 9/10, OPM62 • FULL GAME FEATURES EIGHT CRAFT, 20+ LEVELS, DEATHMATCH



ROUT THE ROMULANS

Can you boldly go where no gamer has gone before? Not quite, but Star Trek: Invasion! is a class 3D space shooter. We put it under the tricorder in OPM62 and it took off from the space port with flying colours.

Fancy yourself as a Tom Paris demon at the helm? Then put yourself in the firing line as you take on a Romulan combat group in a Federation Valkyrie class ship. Play well and you'll see a cameo of Worf. The action is frantic - the more you fry those smug gits of the alpha quadrant, the more they send. Pop enough space caps and they even send in a huge Romulan warbird.

You get a little help from another Valkyrie, but don't expect him to watch your butt, he's got enough of his own problems! Photon torpedos and phasers at the ready... fire at will, Mr Worf.





Warbird: Get through the first two waves of Romulans and a Warbird appears. It's huge, tough as nails and the captain's a smartmouthed git. And it kills you rather too easily for our liking! Save those photon torpedos for this mother... ship

CONSULT ONLY IF YOU CAN'T GET OUT OF SECOND GEAR



FINISHING SCHOOL

The action comes at you fast and the controls are sensitive, which means tracking the ship you're trying to destroy can be hard. To make things easier, use the motion lock (press (a) when near Romulan ships) to keep track of one target. Initiate the motion lock, stay on his tail, fire for all you're worth until you see a large explosion. He's fragged. Move on to the next target, motion lock, chase, fire and so on. If you don't use the motion lock you may find you are hitting a few Romulans but you're not finishing them off soon enough.

CONTROLS

D-pad Heading direction

Pause

Primary weapon

0 Secondary weapon

Weapon mode

(a) Motion lock

Strafe left Decrease speed m

œ Strafe right

Increase speed

CHALLENGE OPM

Play the demo, torpedo the champ...



THE CHALLENGE

We want to see how quickly you can clear the first wave of Romulans. You need to find your next kill quickly and despatch them as swiftly as possible.

THE PROOF

Take a picture of the screen when it says "Warning, more vessels are approaching", which records how many seconds you have left.

THE PRIZE

A gaming goodie bag including a full PlayStation game.



CHAMP

Mike... the final frontier. He reported in with 191 seconds left



Miss Piggy has chins. Ouch, that told us!"

Muppet RaceMania

THE FACTS GENRE KARTING @ OUT NOW @ PUBLISHER SONY @ CONTACT 0207 859 5000 • SCORE 9/10, OPM58 • FULL GAME FEATURES 14 RACE TRACKS

MANIC MUPPET MAYHEM

If you want a quick blast of gaming fun there's little to beat a class bit of karting. And Muppet

RaceMania does it in style. Some consider this to be the best karting game there is. Scoring an impressive 9/10 in OPM58, the Muppet meisters clearly have what it takes to get in the groove for some karting loooove, as Miss Piggy might say.

With one or two-player action, eight battle tracks and six stunt courses, there's plenty of fun and, of course, the grudge match. You can select up to four Muppets from 25. There are tons of vital pick-ups. Above all, just play dirty – nudge, barge or blow up your opponent to seal that victory!

CONTROLS

| D-pad | Direction |
|-------|--------------|
| Disar | Pause |
| 8 | Accelerate |
| 0 | Jump |
| 0 | Brake |
| | Camera |
| 00 | Pick-up one |
| Œ | Pick-up two |
| CD CD | Boost |
| CB CB | Special move |



CHALLENGE OPM

Play the demo, spank the champ

THE CHALLENGE

Play the graveyard as any character and burn rubber to nab first place. Spit on the grave of our champion...



THE PROOF

Having barged, bombed and boosted your way to first place and a champion time, take a snap and send it in.

HAMP

Nick hurled

through the

circuit in 1:41.42

Roadkill Me!

THE PRIZE

A gaming goody bag goes to the Muppet champ, plus you'll get a PS1 game.

"Poultry platforming is the new going out. Strange but true"

Alfred Chicken

THE FACTS GENRE PLATFORM © OUT MARCH © PUBLISHER SONY © CONTACT 0207 859 5000 © SCORE 0PM83 6/10 © FULL GAME FEATURES 11 LEVELS

CLUCK, CLUCK, JUMP

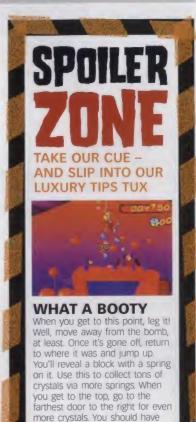
Big, bright and colourful is the world of Alfred Chicken and you get to explore a level with the rampant rooster on the demo. There's plenty of stuff to collect, as you'd expect from a platform game, which will help you complete the level if

dying continually is your thing.

Nab 100 crystals and you'll get a 1-up, there's also a 1-up egg, imprisoned in the ice wall, for the taking. You can boost your score by pecking balloons and by making a habit of giving the occasional enemy a hard old peck on the bonce. These points go a long way to helping you with the challenge. Also, by going in and out of doors, you'll regenerate enemies that can be killed again. Now there's a huge hint...

CONTROLS

| D-pad | Movement |
|------------|-----------------------------|
| INATI | Pause |
| 8 | Jump |
| 0 | Peck |
| 0 | Peck |
| (A) | Jump |
| 00 | Look around |
| 1 | To enter a door (the white) |
| | purple squirly thing) |
| D mad | - O Flor when sixhams |



CHALLENGE OPM

Play the demo, top the champ...

THE CHALLENGE

When you peck the final blue balloon in the level, your score will quickly flash on screen. We want to see the highest score.





collected enough to give you an

extra life at this point in the level.

THE PROOF

Send us a photo of your score at the point described above. Be ready with the camera when you peck that last balloon.

THE PRIZE

A copy of *Alfred Chicken* for your rooster roamings are in order, we think.



"Getting down, deep down with a slice of puzzling perfection"

Mr Driller





THE FACTS GENRE PUZZLER @ PUBLISHER SONY @ CONTACT 0207 859 5000 @ OPM SCORE 8/10, OPM63 @ FULL GAME FEATURES LOADS OF MODES, INCLUDING TIME ATTACK AND SURVIVAL

Enter

I... CAN'T... BREATHE

Welcome to Mr Driller, the fiendishly addictive puzzler that is almost instantly addictive. The bad news is that after this all-too-brief taster you're going to have a hell of a time getting hold of a copy of the full game... unless you win our challenge or follow our great tips on how to bag second-hand classics starting on page 104.

The demo offers the opening level of arcade mode, with you having to drill down to 100m. To get to the bottom you drill through coloured blocks. Once you hit a block of colour all the other blocks of the same colour attached to it'll disappear too. Bear in mind that as you're underground, you have a limited air supply and need to find the air capsules or suffocate – with a high-pitched squeal, naturally.

The more you drill the more points you pocket, so you're going to have to get tactical to win our challenge prize and get a – very rare – copy of the game.

The Japanese have a sequel to this classic, which features a great two-player version. Keep an eye out for how to get hold of this game in future issues.

CONTROLS

←↓↑→ ⊗

Drill





Air or points: To reach the end without suffocating you need to keep the pace up, but to get points you need to drill lots of blocks. Decisions





CHALLENGE OPM

Play the demo, choke the champ



THE CHALLENGE

Nice and simple this one, just get to the bottom accumulating as many points as possible. The person with the highest score will win.

THE PROOF

Take a picture of the end screen with your score clearly visible (if we can't read it, you can't win) and send it in to the usual address.

THE PRIZE

The winner gets a rare copy of *Mr Driller* – it's so rare, in fact, that it doesn't have a box or instructions!



PLAY "A clever footie sim and the greatest Yaroze game of all time"

Total Soccer





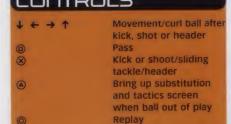
HE FACTS GENRE FOOTIE SIM • OUT NOW • PROGRAMMER CHARLES CHAPMAN • CONTACT WWW.YAROZESCENE.CO.UK • SCORE NOT RATED, BUT GREAT • FULL GAME FEATURES THIS IS IT!

Enter

PLAY THIS GAME NOW!

There have been some great

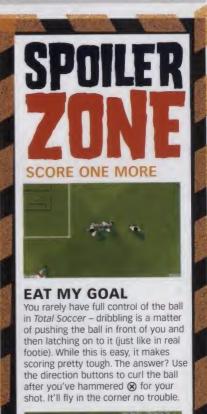
Net Yaroze games made by budding PlayStation programmers, and we hope there are more to come. But as far as we're concerned there are two that are in a class of their own. One is Super Bub (OPM81) and the other is Total Soccer. A mix of classic top-down footie sims Sensible Soccer and Kick Off, its simple controls and graphics may seem a bit weedy compared to the likes of FIFA and PES but Total Soccer delivers fantastic matches with superb, flowing moves, spectacular goals and even replays and highlights for maximum post-match gloating. There are also loads of options, including different hardness settings, multiple referee settings, you can create your own competitions, or use one of the three available. The list goes on...



O Zoom out œ Back to default view

Zoom in





CHALLENGE OPM

Play the game, top the league



THE CHALLENGE

Don't touch @ or you'll

get an annoying replay

To pick up the prize you're going to have to play through a full season of 20 games as any team you like. The winner will be the one who tops the league with the most points. In the event of a draw, goal difference'll come into play.

THE PROOF

Take a piccie of the final screen, or video it if you prefer.

THE PRIZE

For this feat of footie finesse you'll get yourself a copy of a nice new PS1 footie game and some other gaming goodness from our cupboard of plenty.



"Home-made trundling in the crazy DIY world of spheres and bumps"

Sphere

THE FACTS GENRE PUZZLER © OUT NOW © PROGRAMMER PETER DOLLACHAN © CONTACT WWW.YAROZESCENE.CO.UK © SCORE N/A © FULL GAME FEATURES THIS IS IT!

ROLL, ROLL, ROLL YOUR SPHERE



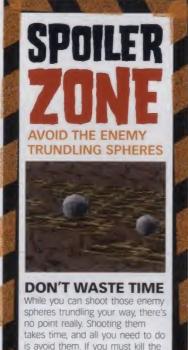
The concept behind Sphere is simple. Hidden over the rolling hills (OK. the jagged dips and

troughs) is a number of flagpoles. If you roll over a flagpole, you'll notice it shrinks in size - in effect, you've collected it. Once you've collected all the flagpoles on a map, you then progress to the next map (which you can select from the start screen).

There are a few things that make this more puzzling than simply rolling along admiring the undulations. First, there are enemy spheres that can shoot your orb as you investigate the terrain. It's not exactly like being trailed by an F-14 Tomcat but if you don't avoid them, they will kill you. One kill and it's game over.

Also, the flagpoles are usually hidden in obscure places, and if you take too long, they 'reset'. Meaning you have to start from scratch.

CONTROLS



is avoid them. If you must kill the blighters, don't bother trying on uneven ground - it goes straight over 'em. In all, avoid them and concentrate on the flagpoles

Orb Me!

Direction Fire

CHALLENGE OPM Play the demo, squish the champ.

THE CHALLENGE

It's simple but can be frustrating. 'Collect' all the flagpoles on map one in the quickest time you can.



THE PROOF

As there's no timer, you're going to have to video your gaming prowess.

17 secs

Mike clocked

a time of 2 mins

THE PRIZE

The best roller gets a copy of a PlayStation game as part of a £50 goodie bag. Now there's incentive! **PLAY!** "Pacman enters the Night Of The Living Dead... possibly"



Haunted Maze

THE FACTS

GENRE PUZZLER • PROGRAMMER ED FEDERMEYER • CONTACT WWW.YAROZESCENE.CO.UK • SCORE N/A • FULL GAME FEATURES THIS!

"HE'S PAC-ING A ZOMBIE!



Pacman is an absolute classic game. It's had its fair share of clones and here comes another.

Keeping to the winning formula. Haunted Maze is simple, clean, smooth and damn good fun into the bargain!

The basic idea of Haunted Maze is to enter a maze, collect all the icons. which in turn opens the exit door. Enter that door and you move on to the next level. The further you progress, the more difficult it becomes. How so? Well, there's zombies on each level and if they touch you, you lose a life. The more levels you unlock, the greater the number of zombies. Also, icons are put in more awkward places making it easier to be trapped by a zombie. All this makes your life progressively more difficult.

This is pure gaming fun and you should have a right old laugh trying to beat the challenge.

CONTROL

D-Pad/Left Analogue

Movement

HOW TO REACH THE TRICKY PICK-UPS



ZOMBIE LEADER

You'll come across collectibles that are purposely put in dodgy areas - like at the far end of a cul-de-sac. If there are a lot of zombies and it looks impossible, get them to follow you and lead them away from the desired object. Staying in an open area, running around in circles usually attracts the undead... apparently.

CHALLENGE OPM

Play the demo, corner the champ..

THE CHALLENGE

Play until it's game over and see how high a score you can get. Time isn't a factor but you'll get bonus points for quick times.



A-Maze Me!

Scott squeezed

out a score of 34,900

THE PROOF

A photo of your high score, once you've died, would seem in order. Get snapping!

• THE PRIZE

Whoaaooo, £50 of prizes are going to the zombie-beater with the highest score, and that includes a new PlayStation game.



CAN YOU HIT A BANJO WITH A COW'S ARSE – IN STYLE?

Good evening and welcome to the penultimate round of Goal Of The Month. Yes, the most popular competition since Throw The Welly Boot will shortly reach its thrilling finale. In *OPM84* we'll run our ninth and last GOTM, then in *OPM85* all nine previous winners of GOTM plus one wildcard will appear in Goal Of The Season. A panel of footie experts will be called in to judge which strike deserves the much coveted title. The winner will be sent off to see the Champions League final at Hampden Park on 15 Ma, courtesy of those kind people at Sony.

Yep, that's the UEFA Champions League final, the biggest game of the season in European football. If you want to be in with a shout of getting your mits on two tickets, we need you to send in a memory card filled with your finest goals, to reach *OPM* by Thursday 25 April. Go get that heifer...

NOM,

GOAL A LAURENCE KIDD, ESSEX



Van Nistlerooy, Lazio vs Lazio

The keeper makes a hash of the cross and the Ruud boy pounces, scissor-kicking the ball past the prone goalie.

GOAL B MATTHEW CROPPER, HERTFORDSHIRE



Scholes, Liverpool vs Turino

Matty Cropper tucks away a superb longrange free kick that has more curl than Kevin Keegan's perm.

Vote

NOW

GOAL C MIKAEL M HANSEN, NORWAY Rivaldo, Liverpool vs Munich



Norwegian good!
Another surprise inclusion in the Liverpool squad, Rivaldo nonchalantly volleys home from the edge of the area after a searching by-line cross.



GOAL D WAYNE D GIRT, WEST DRAYTON



Beckham, England vs Ireland

Remember that Beckham goal against Wimbledon from the first day of the 1996/97 season? Here it is recreated, a delicious spank from the edge of the centre circle.



GOAL E CHARLOTTE FRASER, NORTHAMPTON



Owen, England vs Ireland

Our first female entrant to GOTM scores a corker. Owen's pace takes him past the last defender and he calmly loops it into the net.



GOAL F DUNCAN FOX, LIVERPOOL Scholes, England vs France



A well worked free kick. Shearer meets the ball as it's floated into the area, nodding it down to Scholes who takes it on the volley while the defence make like statues.



GOAL G CALUM ENTWISTLE, GLASGOW Bolatta, Valencia vs Borussia Dortmund



A cheeky chip from the minor star of the Master League puts Glasgow's Calum in with a shout of nabbing those Champion's League final tickets.



GOAL H IAN HENRY, AYRSHIRE Ronnaldo, Brazil vs N. Ireland



This can't be good for your internal organs. Ronnie twists his body around to meet the corner with athleticism worthy of a contortionist – the ball flies gracefully into the net.

*l*ote

NOW



GOAL I JORDAN DAY, BOURNEMOUTH



WAS vs EAS

Harry K performs a
bicycle kick so straight

you could ride him in the Tour De France.
Spectacular stuff from the Leeds front man.

GOAL J STEVE HILL, DUNDEE Kluivert, Roma vs PSV



He netted against England in the Amsterdam friendly this Feb, and here he is again making the keeper look a prize plonker, shimmying well before slotting home.

GOTM WINNER FOR GOTM81

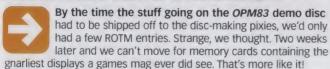
Our closest battle yet was won by a whisker by G Fitzpatrick from Manchester, He goes into our Goal Of The Season draw coming soon.

NOW IT'S YOUR TURN TO PUT THE BOOT IN

If you think you can do better, save your moments of glory on a memory card (or video if the game doesn't have a save replay option) and send it to the usual address marked GOTM. Please include a photo of yourself and a SAE for the return of your stuff



FROM TRICKLING STREAMS...



On the demo disc this month you'll find a pair of corking runs. First up is our winner Carl Carradice, with a fine show of two-wheeled trickery in Mat Hoffman's Pro BMX. Carl bags himself a pair of Bucky Lasek's trainers. Following right behind is Sean Gardiner, who bigs it up in Tony Hawk's 2 and earns himself some Activision goodies. Well done the both of you. Next month the competition promises to be a little stiffer but keep the memory cards coming in...

1/ TECHNICAL MERIT

2/ ARTISTIC FLAIR

3/ PURE SKILL

4/ DOWNRIGHT GUMPTION



WHAT TO SEND

Fill in the form below and send it with a memory card with your saved run, a SAE so we can return it to you and a photograph of yourself.





UN OF THE MONTH

Mirra, Mirra on the wall, who's the gnarliest of them all? ME!

Name: Address:

My run is from:

I am Captain Gnarly because...

SEND THIS FORM TO: RUN OF THE MONTH

Download



APE ESCAPE

Quit monkeying around and take a trip straight to Specter Land -85% of this brilliant platformer unlocked!



BROKEN SWORD 2

This quirky oriental adventure sliced up to the Pyramid Heart level



COLONY WARS

Open up all the levels. movies and ships for this wicked strategybased shoot 'em up



READY 2 RUMBLE

Ding ding! Pile into the ring with loads of cash and a choice of 11 unlocked boxers

HOW TO USE OUR DOWNLOADS

Stick a blank memory card in your PS1 (warning! Other game saves may be lost) and pop in our demo CD. Select Downloader, then the save you want by pressing (x) and it'll be stored on your memory card. Now use these cheats on the full copies of your games.



RESIDENT EVIL 2

Transport yourself straight to the fourth Survivor level with the full game complete

Next Month

Alex Ferguson's **Player Manager 2002**

The man himself has signed with Manchester Utd for another three years, you can sign up to our demo and try your hand at leading a team to Premiership glory!



Sven's World Cup Challenge





Sample Sven's footie sim and rewrite history, playing England vs Argentina in the '98 World Cup





Revealed! Take a peek at the whack-assed shooter that you'll soon be gagging to play

Goal Of The MonthRun Of The Month • Loads more demos and videos

STAND ASIDE FRANKENSTEIN AND MOVE OVER MIKE AND SULLY, THERE'S A NEW MONSTER IN TOWN

LEAGUE RULES

Complete the demo disc challenges according to the guidelines laid down for each game. You must provide legible photographic or video evidence along with your completed entry form. Enter as many challenges as you like. Do not use cheat codes. We can spot them a mile off.

HOW TO GET EVIDENCE

Taking photographs Point your camera at the screen and shoot! For best results, switch off the flash, draw the curtains, and use a fast film (eg 200 or 400 ASA).

Taking video

1 Take the lead that connects your PS1 to your TV and plug it into the 'Signal in' socket on the back of your VCR. 2. Connect the 'Signal Out' plug on your video to your TV and turn both on. 3. Switch your TV to the video channel and switch on your PlayStation. 4 Find a spare channel on the video's tuning mechanism and look for the PlayStation signal. Save the setting. 5. Complete the challenge, making sure you include the 'result' screen. 6 Pop in a tape and press 'record' Press 'stop' after five seconds or so. 7. For timed challenges, capture the entire feat on video as evidence. 8. Rewind the tape. This is important. 9. Stick your scores/times on the front of the video before you send it in.



Mike and Sully, the scaretastic stars of Monsters, Inc may have taken their place in film and videogame history already, but what of the next frightful creation to arise from the depths of a twisted imagination? Hundreds of

you answered the demo challenge call to draw your own despicable monster and although all of them were brilliant, sadly there can be only one winner. After careful consideration, we decided that Joe McCarron's glittery, feathery, many-eyed beast called B was the creature most likely to keep us awake in the small hours of the morning. So very well done Joe, we're sure Pixar will be in touch soon.

In other less nerve-jangling sections of Champions League, Tony Dunster puts his face on the King Demo placard after two first-rate performances in Destruction Derby Raw and Rayman 2. Stewart Allan also clocked two wins and David Beresford keeps the ball rolling with an exceptional score in Coolboarders 4. We've tons of cracking prizes to give away again with this month's challenges so boot up that disc and get playing.

WHAT TO DO

Each demo on our game disc comes with a lip-quivering OPM challenge. You'll find these in the disc pages starting on page 81. Crack the challenge, record your feat (as explained in the Rules, left) then fill out the form below and send it in. Easy.





WHAT YOU WIN

Top players will be immortalised in our Hall Of Fame Celebrity dating and paparazzi punch-ups are some of the possible side-effects of your prowess. Each League Champion receives a special prize or prizes to mark their gaming genius What's more, you'll go down in gaming folklore as one of the greatest



All hail the month's mightiest gamer

Tony Dunster, Charlton

Charlton Athletic are currently hitting mid-table respectability in The Premiership and Tony Dunster proves there's plenty of that competitive spirit rubbing off in South East London. Just a shame he's a West Ham fan. Seriously though, this ain't about football, it's about being bloody good at videogames and Tony has proven himself worthy of OPM's ultimate accolade with two resounding victories in Rayman and DDR. Spot on mate.

II-Score H

Best single demo performance

David Beresford, Kidwelly

David has claimed King Demo no fewer than five times, but we don't think he's ever been Hi-Score Hero. However, with an amazing result in the Coolboarders 4 challenge, we have to name him as da man with the hi-scoring plan.

OPM CHAMPIONS LEAGUE ENTRY FORM

| My score/time | is so good I | 'm entering it into |
|-----------------|---------------|---------------------|
| | | I have played the |
| following demos | , and include | proof of my skills |

- □ Rayman Rush
- ☐ Alone In The Dark
- □ Rollcage Stage II
- Metal Gear Solid: SM ☐ Star Trek: Invasion!
- Muppet RaceMania

- Name
- **Address**
- Mr Driller
- □ Total Soccer
- ☐ Sphere
- ☐ Alfred Chicken Telephone

E-mail

Haunted Maze

TAUNT



Send 'em in and scare us stiff

"Sure I'm a girl, sure I'm a Rayman fan. I'm proud of it so shut it. Try to outrun me if you like"

Stacey Wheeler Romford

"Move over Satan, I'm coming through"

Nicole Watson Nottingham

"Get a shovel and dig your graves cos you ain't got much"

William Haigh Ipswich

"All you other readers crawl back to the sewers you came from"

Graeme "making friends" Hall Turriff

"A washing machine could beat your score! Sucka!"

Simon Calver Norwich

"Eazy-Peazy-Lemon-Squeezy"

Sam Greaves

"Better get the plasters out cos I know you're all wounded that I'm the best"

Stewart Dowler Bromsgrove

MONSTERS, INC - SCARIEST MONSTER

WINNER! JOE MCCARRON, GILLINGHAM



Meet "B", the 12-eyed, spine-chilling creation of five-yearold Joe McCarron. B comes out at the witching hour to stalk the towns of south-east England, scaring the pants off milkmen and night-shift workers and surprising them with a ferocious Glitter Attack. People of the Medway, be afraid, be very afraid.

Many thanks to all the people who sent in their monster pictures, some of which are shown here (in no particular order)

- 1 Jordan Wallcer, Birmingham
- 2 Joshua Geary, Mitcham
- 3 David Beresford, Kidwelly
- 4 Jack Telford, Leamington Spa
- 5 Dylan Forsyth, Aberdeen
- 6 Adam Johns-Humphreys, Rutnin
- 7 Connor Heeley, Stalybridge
- 8 Angus Munro, Stalybridge
- 9 Nicole Watson, Nottingham
- 10 Tilo Hall, Norwich
- 11 Connor Hillary, Southampton
- 12 Tyler Bailey, Tyne-On-Wear
- 13 Benjamin Willard, Hastings
- 14 Christopher Lawler, Haverford West
- 15 Curt, Welling Garden City
- 16 Edward Keirle, Sherborne
- 17 Martin Hider, Camberwell
- 18 Matthew Stewart-Tribe, Bath
- 19 James Harrison
- 20 Ruslan Khazarov, Brighton
- 21 Callum Pepper, Littleborough
- 22 James Mallon
- 23 Chris Green, Doncaster
- 24 Neil Owen, Wolverhampton
- 25 Natalie Shakespeare, Dudley
- 26 Angus Munio, Crieff
- 27 Connor Leacock
- 28 William Haigh, Ipswich



WINNER!



CREATURES

FASTEST TIME

Stewart J Allan

Stockport

Time: 41:12

A cruel, cruel man is Stewart J. We asked you to torture the poor little Creature called Adam and the Stockport sadist relished in the challenge, causing Adam to scream and wail faster than anyone else.

| 2. | 42:19 | Bobby Field | Tring |
|----|-------|--------------------|----------|
| 3. | 43:19 | David Beresford | Kidwelly |
| 4. | 44:36 | Christopher Murton | Cardiff |
| 5. | 44:48 | Des Fielding | Bristol |
| 6. | 44.87 | Gavin Rogers | S.Devon |

ROLLCAGE

FASTEST TIME



Stewart J Allan

Stockport

Time: 40.83

Stewart J, one time King Demo and hardened Champions League veteran brings it home on the Rollcage demo with a tyre-shredding time of 40 seconds. Congratulations Stewart, we await next month's entry with the usual baited breath.

| 2- | 43:01 | Charlotte Fraser | Northampton |
|----|-------|------------------|-------------|
| 3. | 50:76 | Tom Kilby | Surrey |
| 4. | 53:25 | Stewart Dowler | Bromsgrove |
| 5. | 54:67 | Jeremy Osbourne | Leicester |

RAYMAN 2

FASTEST TIME



Tony Dunster Charlton

Time: 1min:38secs

Nicking the Rayman 2 challenge from Stacey Wheeler by a mere two seconds. Tony lands himself a special OPM carrier bag full of game-related goodness and a

copy of Rayman Rush when it's released.

| 9 | 1m:38secs Tony Dunster | 1m:40secs Stacey Wheeler | 1m:44 secs Andrew Green |
|----|------------------------------|--------------------------------|-------------------------------|
| 5 | 1m:48secs | Stewart J Allan | Stockport |
| 4. | 1m:45secs | David Beresford | Kidwelly |
| 3. | 1m:44secs | Andrew Green | Somerset |
| 2. | 1m:40secs | Stacey Wheeler | Romford |

COOLBOARDERS 4

HIGHEST SCORE



David Beresford

Kidwelly

Score: 39,775

The five-times King Demo shows his icy resolve on the slopes to snatch the supreme snowboarder title with quite incredible pointage that's some seven times better than Nick Ellis' pathetic Demo Challenge score. Well done, David

| 2. | 35,239 | Ruslan Zakharov | Brighton |
|-----|--------|-----------------|-------------------|
| 3. | 32,627 | Stewart J Allan | Stockport |
| 4. | 30,021 | Adam Hutchings | Ipswich |
| 5. | 29,047 | David Maule | Chester-Le-Street |
| 6. | 24,333 | Thomas Hepworth | Co Galway |
| 7. | 23,357 | Andrew Green | Somerset |
| 8. | 21,825 | Luke Clifton | Rushden |
| 9. | 20,416 | Max Tweedle | Ripon |
| 10. | 19,142 | Stewart Dowler | Bromsgrove |
| 11. | 16,859 | James Harrison | Hook |
| 12. | 15,725 | Tom Francis | Sidmouth |
| 13. | 14,468 | Bobby Field | Tring |
| 14. | 13,880 | Matthew Baker | Croydon |
| 15. | 13,228 | Mark Digby | Leigh-On-Sea |
| 16. | 13,206 | Edward Wragg | Sudbury |
| 17. | 11,600 | Connor Heeley | Stalybridge |
| 18. | 10,229 | Simon Calver | Norwich |
| 19. | 10,134 | Tim Rudd | Penzance |
| 20. | 8,853 | Jack Hudson | Ewell |



VIB RIBBON

BEST PICTURE



Grant Forsyth Address lost

For his superb Ribbon-esque portrayal of The Daddy, we award Grant honorary membership of the OPM art department and a £50 bag of gaming goodies. Grant, we've lost your number (because Nick's a cretin) so get in touch at the usual address to claim your prize

For services to sound argument

"That Al Bickham looks like a garden gnome on laxatives - I'd beat him any day"

Scroll Of Honour

Your All-Time High Scores

WORLD'S SCARIEST POLICE CHASES

1m:05secs Jason Foxton (Hull)/Peter Lewis (Mid-Glamorgan)

GRAN TURISMO 2

1m:41.098secs Paul Thorp

SPIDER-MAN 2

6m:55secs David Beresford

X-MEN: MUTANT ACADEMY 2 95secs left David Beresford

WIPEOUT 3

1m:36.36secs John Keighley Bray

SPYRO: YEAR OF THE DRAGON 1m:55.44secs David Beresford

CRASH BASH 579 David Beresford (Kidwelly)

WWF SMACKDOWN

13secs Ben Adams (Fife) **ISS PRO EVOLUTION 2**

24-0 Andrew Moss (Herts)

FORMULA ONE 2001 1.719secs Gareth Timms

WORMS ARMAGEDDON

2m:28secs John Keighley-Bray

SYPHON FILTER 2

1m:40secs Euan Guerts (Falkirk) TONY HAWK'S PRO SKATER

77.324 Luke Davies (Crawley) POINT BLANK 2

20,665 David Beresford (Kidwelly)

ACTUA GOLF 2

365yds Stewart Allen (Stockport)

V-RALLY 2 1m:38.37secs Joseph King

FIFA 2002

9-0 Joseph King (Lancaster)

GUNFIGHTER (MAIN GAME) 19 900 David Beresford (Kidwelly)

BOMBERMAN WORLD

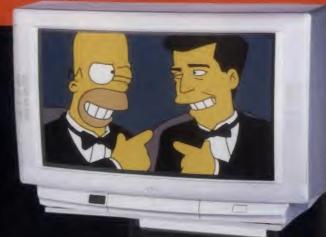
David Beresford (Kidwelly)

CRASH TEAM RACING

1min:47.72secs IAN URQUHART

(Aberdeenshire)





An enormous stash of The Simpsons goodies Plus! a TV and DVD player



Hi! This is OPM. You may remember us from such compos as Garbage Truck: Win it And Bin It, or Patty & Selma - The

Double Date To Cry For. This month you could win a fan-diddly-tastic heap of prizes as we rejoice in the release of a new DVD and video collection from 20th Century Fox Home Entertainment, The SImpsons Film Festival.

Not only do we have a swanky JVC Widescreen TV, DVD player and a copy of The Simpsons Film Festival to give away to one winner, courtesy of Halsall, they'll also get an inflatable Homer chair, a Bart skateboard, helmet, pads and bag. And Vivid Imaginations has supplied us with a pair of Bart and Homer figurines too! Four runners up'll receive all the Halsall merchandise listed above, PLUS a copy of Film Festival, PLUS the Bart and Homer figures. Aye Carumba!

To enter the competition, just answer the following question and call 09013 882265 between 22/03/02 and 18/04/02

Q. What's the name of the principal at Bart and Lisa's elementary school?

- 1. Seymour Skinner
- 2. Mel Gibson
- 3. Barney Gumble



THE SIMPSONS **FILM FESTIVAL**

DVD collection is released on 1 April priced £16 and features four movie-inspired episodes of the world's favourite TV show that have never before terrestrial TV.

Wick or what?



ALL TOYS DONATED BY DAVID HALSALL INTERNATIONAL

FIGURES

There are eight The Simpsons character figures from Vivid Imaginations available to buy at £5 per figure.



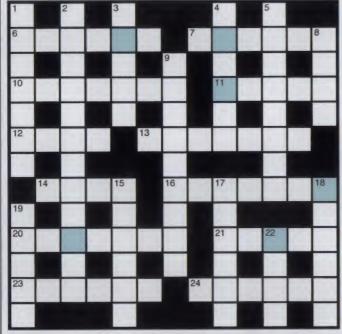
PlayStation CROSSWORD

At last! It's your chance to use that PlayStation-brain knowledge to win £200 worth of goodies from Infogrames. Work out the prize word (see below) and call **09013 882269** between 22/03/02 and 18/04/02 with the correct number.



After completing the crossword rearrange the letters from the six shaded squares to spell out the prize word.

Is it 1. Gundam 2. Maddeny or 3. Mutant?



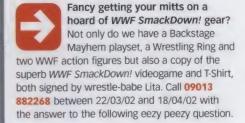
CLUES ACROSS

- 6 _ Race, third PS1 game in the series starring Globox, Tilly and co (6)
- Namco _ , five volume retro games collection (6)
- 10 Gran _ 2, top racing sequel (7)
- 11 PlayStation skateboarding 'Session' (5)
- 12 & 17 down Mary- _And _ : Crush Course, girlie PlayStation game (4,6)
- 13 One of the men in black from any footie sim (7)
- 14 'Incredible' old PS1 adventure based on Dr David Banner's monstrous alter ego (4)
- 16 The ghostly Menace of Star Wars notoriety (7)
- 20 & 21 across Excellent Nazi-blasting shoot 'em up (5,2,5)
- 21 See 20 across
- 23 Mini display add-on for the PSone (6)
- 24 Scrolling beat 'em up with Urban Fighters (6)

CLUES DOWN

- The Wayne who put his name to 3D Hockey '98 (7)
- 2 Enjoyable speedboat racing arcade conversion (5.7)
- 3 She dukes it out in the *Dukes Of Hazzard* seguel (5)
- 4 _ Book Groove Party, dancing game (6)
- 5 _ Evil, chilling zombie-battling series set in Raccoon City (8)
- 8 Selectable style of gameplay arcade or simulation perhaps (4)
- 9 _ Girls: Chemical X-Traction, average cartoon fighter (9)
- 15 _ Loop, assassin from a Wipeout clone? (6)
- 17 See 12 across
- 18 Smoking item from Broken Sword II (6)
- 19 _ Court Tennis, the Anna Kournikova endorsed sports sim (5)
- 22 Discworld _ , atmospheric adventure (4)

LAY THE SMACKDOWN



- Q. Which of these is the correct name of a well known WWF wrestler?
- 1. Pot Plant Pete
- 2. Shrubbery Steve
- 3. Cactus Jack



CARS AND STRIPES

To celebrate the release of USA Racer (see page 38 for the review), Koch Media has given us this starspangled custom PSone to give away to one lucky reader. The winner will also bag a copy of the game, as will three runners up. Answer the following question and call 09013 882266 between 22/03/02 and 18/04/02.

- Q. Which of these is a famous American race meeting?
- 1. The Indianapolis 500
- 2. The Chicago 180
- 3. The New York 3000



Compo Winners

Alex Turner from Swindon is the very lucky winner of all the Beckham goodles we gave away in OPM80. He wins a signed Beckham Manchester Utd shirt, a pair of Beckham's Adidas Predator footie boots, an England video and a copy of the David Beckham Soccer videopame.

Soccer videogame. The lucky winner of our Airwalk compo in OPM80 is Amanda Collins from Ulminster, the two runners up are Reece Foley from Portsmouth and Robert Kelly from Rayleigh. More compo winners next month

COMPO RULES

No purchase is necessary. The editor's decision is final. No correspondence will be entered into. No employees of Future Publishing or companies involved in the competitions can enter. There is no cash afternative to prizes. Calls must be made between 22/03/02 and 18/04/02. All standard competition rules apply. Don't come crying to us if you don't win!

STAR WARS TALES VOL 1



To mark the release of Star Wars Tales Vol 1, publisher of distinction Titan Books has donated a massive stash of graphic novels for us to give

away. SWT, penned by some of the hottest comic writers around, features a host of characters from that galaxy far, far away in escapades from Star Wars episodes 1 to 6. For our winner we've got a big pile of graphic novels (including SWT), plus there are ten copies of Star Wars Tales for the runners up. To be in with a chance of winning, just answer this simple question and call 09013 882267 between 22/03/02 and 18/04/02.

- Q. What is the subtitle of Star Wars Episode II?
- 1. Attack Of The Clones
- 2. The Lost Starfighter
- 3. The Road To Hoth

Calls cost 25p (less than a stamp). Check with bill payer before calling

WHAT WOULD YOU'S

B Option selected



You know the Burning Fist is unblockable but you CAN reverse it and as you're playing as Nina, it's the smart move. Before you know it, Paul's on the floor with Nina bent over him, popping his elbow out of joint. Yep, that smarts.

You Win!

PlayStation 2 TYPE THERE...

VIRTUA FIGHTER 4

fighter gets in the face of beat 'em up pretenders



Successive generations of Street Fighter and Tekken have left many gamers immune to

the charms of beat 'em ups. Beating the living daylights out of people was starting to lose its appeal. *Virtua Fighter 4* is set to change all that.

For uninitiated, the controls are pared down to a simple three-button interface: punch, kick and block. From this narrow base flows an enormous, incredibly adaptable range of attacks, blocks, throws and combos. Each character has loads of moves, but as you get better, the game expands with you, revealing new techniques and allowing you to create your own combos.

VF4 retains the ring-out system of earlier incarnations, enabling you to win by kicking, punching or throwing your opponent from the fighting area. This creates an intense kind of combat, but also one where each move has to be carefully timed and perfectly executed.

There's a huge selection of game modes and customising options – making it something of a kung fu *Gran Turismo*. Along with arcade and





"A kung fu *Gran Turismo*"

vs, you get AI which effectively lets you create your own fighter and combos, then test them against other computer-controlled pugilists. Then there's the kumite mode which works like a standard survival mode (you face fighter after fighter until you drop, with the addition of some surprise extras). Finally, you'll find a pretty exhaustive training mode.

What will draw the majority of gamers to *Virtua Fighter 4* are the astonishing visuals. Each stage is a decadent visual orgy. Check out the perfectly constructed pagodas, flocks of birds circling above and sunlight streaming into the arena. It's difficult to keep your eyes on the action.

In case you're wondering what they're all scrapping for, the Virtua Fighter games are based around the World Fighting Tournament, a bloody no-holds barred combat event overseen by a shadowy corporation. As with Tekken each character has a backstory that explains their



motivations, which usually involve grudges against other competitors or against the show organisers themselves. There are also some great character movies – it's comic book fluff that you can take or leave.

Mystery still surrounds the intricacies of the AI and kumite modes and the extras that may be uncovered therein. We do, however, get the feeling that this'll take time. VF4 never scrimps on the collateral detail, the stuff that keeps cropping up after months of play. If Virtua Fighter 4 can't lead players back into a life of violence, nothing can.



Eye-popping
Each lovel offur
Such richly
animated visuals
movil make your

Old flame
 What natter must be reaquait not.

Mode 'em up Arcade vs. Al kumen brung there's so much to take with you



PLAYSTATION 2 News & Previews





TEWS Star Wars: Jedi Starfighter poised to land well ahead of Episode II

With Star Wars: Episode II -Attack Of The Clones poised for an invasion of cinemas in May, LucasArts is putting the finishing touches to Star Wars: Jedi Starfighter.

This sequel to the original deep-space shooter is due at the end of March. It promises 15 new missions, split-screen cooperative action and faster Force-assisted gameplay. It'll also give an early heads-up on the locations and storyline from Episode II.

Set ten years after the first game, Jedi Starfighter follows top Jedi Adi Gallia piloting the Republic's new Jedi Starfighter as he

becomes embroiled in events that run concurrently with the Episode II story. There are ten secret missions to unlock and extra bonus vehicles. But the biggest improvement is the addition of special Jedi Force powers.

"One of the main goals that we had for Jedi Starfighter was to increase the number of weapons that the player had," explains designer Tim Longo. "So each of the buttons on the D-pad corresponds to a weapon. When you fly the Havoc, you have bombs, cruise missiles, cluster missiles and proximity mines. In the Starfighter, the buttons also correspond to your [magical] Jedi powers." @

Future Shock

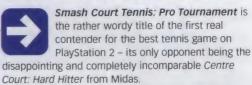
- ANTZ RACING
- BLOOD OMEN 2
- FIFA WORLD CUP
- JIMMY NEUTRON BOY GENIUS
- MANAGER
- MIKE TYSON HEAVYWEIGHT BOXING
- SEGA SPORTS TENNIS 2K2
- SOLDIER OF FORTUNE: GOLD
- STAR TREK VOYAGER ELITE FORCE
- SVEN-GÖRAN ERIKSSON'S WORLD CUP CHALLENGE
- ERIKSSON'S WORLD CUI MANAGER
- APE ESCAPE 2
- CONFLICT: DESERT STORM
- FORMULA 1 2002
- NEED FOR SPEED HOT PURSUIT 2
- SPACE CHANNEL
- STUNTMAN
- THE TERMINATOR
- CITY SKATER



SMASH

MHEN JUNE WHO SONY **WHERE WWW.SCEE.COM**

PREVIEW Sony serves up a smash hit tennis sim



With a selection of modes including arcade, pro tournament, exhibition and training, it's the multiplayer option that has already grabbed our attention and threatens to claim too much of our time. With a multitap, up to four players can take part in a doubles game, with the added bonus of being able to mix male and female competitors in the same matches from a collection of licensed players that includes Anna Kournikova, Monica Seles, Pat Rafter and Mr Hairv himself, Pete Sampras. All are superbly animated with each player displaying representative on-screen characteristics such as service, or stance, with instantly recognisable facial likenesses.

Smash Court's simple but effective controls give the impression that you are in total control of the type and direction of your shot, be it a low return down the line, a speedy ace hit right down the middle or a lethal super shot. It is this element that will keep you returning for more to improve your game. @



STOP PRESS

A SLAVE FOR PS2

FIRST PLAY Next-gen virgin **Britney hits PlayStation 2**



Ostensibly a Bemani dancing game, THQ has entrusted Japanese developer Enix to bring the Lolitaesque popstress to PS2. It's a great move given Enix created cult dancing game Bust-A-Groove. The game puts you in

the role of one of Britney's dancer mates who must go through various 'dance off' auditions to win the right to accompany Ms Spears on stage. Pull the right moves to the likes of Baby One More Time, I'm A Slave 4 U and Overprotected and you'll open up video clips, backstage footage and exclusive songs only to be released in Britney's Dance Beat.

Britney looks great if not exactly virginal - but you don't get to play as her, unless she's a bonus character to unlock... @



HERDY GERDY

Better than One Man And His Dog, it's One Boy And His Herding Stick

THE FACTS OUT NOW # PRICE £45 # PUBLISHER EIDOS # TEL 020 8636 3000





Beyond beyond, left of right and just up from down, there is a magical isle of Disneyesque prettiness. This cute,

fairytale setting describes the vast and varied world of Herdy Gerdy, the muchanticipated new (and Lara-free) game from Core Design.

Your task is straightforward - reach the herding tournament, defeat Sadorf and win back the First Acorn. In game terms, this lengthy quest translates to over 36 levels of object collection and animal herding (yes, herding).

Each level has a certain number of animals (Bleeps, Honks, Grimps, Doops, Blurps and Gromps) scattered across it



and these must be herded into their specific animal pens. On most of the levels, however, you only need to herd a percentage of the total number of animals present to unlock new areas of the gameworld. And each new level opened brings you a step closer to reaching Tournament Island.

There are some problems - the erratic camera angle, the moments where you've no idea what you're doing, the everso slightly repetitive gameplay and, perhaps, it's all a little too cute. But these are minor complaints.

When it comes down to it, Herdy Gerdy is unlike anything else around at the moment. It fuses high-quality visuals with a style of gaming that offers something unique. Packed with hidden extras, mini-puzzles and neat platform elements across varying terrains, all arranged in a refreshingly non-linear structure, one thing you definitely can't complain about in Herdy Gerdy is the lack of a challenge and the absence of gameplay. Get herding.



OVERALL A game unlike any other. It has to be played to be believed



ICO

Prepare your mind to be challenged and your heart to be broken

THE FACTS OUT NOW # PRICE £40 # PUBLISHER SONY # TEL 0207 859 5000



Warning: Ico is an intensely personal experience that'll take over your life. Within a day of playing you'll be

absorbed beyond reach.

Playing as Ico, you are banished from your village to an eerie castle because you have an unsightly set of devil horns on your head. You soon break free and find the beautiful Princess Yorda in a hanging cage like a trapped bird. Your escape depends on



you solving puzzles and engaging in increasingly more difficult battles against the Shadowmen, wispy apparitions in the form of spiders, demons and birds. The fights are made more exciting by the added pressure of protecting Yorda. Leave her in their clutches for too long and she'll be dragged off.

Cinematic to the last, Ico is blessed with the most touching final half hour you'll find, complete with a melancholic end. Tears might just enter the corners of your eye, they did ours.





EXCLUSIVE THIS MONTH...

Get to grips with ou Virtua Fighter 4 review and massive feature!

FOR MORE INFO ON PS2, CHECK OUT THE OFFICIAL UK PLAYSTATION 2 MAGAZINE. IN SHOPS NOW

REVIEWS

Virtua Fighter 4 Star Wars: Jedi Starfighter **Dynasty Warriors 3** Tiger Woods PGA Tour State Of Emergency Vampire Night And more...

ON THE DVD PLUS

Mike Tyson Heavyweight Boxing Vampire Night And from the new Platinum Range: Dead Or Alive 2 Formula 1 2001

FIFA World Cup 2002 Endgame **TD Overdrive** Super Trucks Tour De France Gitaroo Man Barbarian Onimusha 2

ISSUE 14 ON SALE MAR 22



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Logo Compatibility - Nokia: 402, 702, 3210, 3310, 3330, 5110, 5130, 5146, 5510, 6110, 6130, 6150, 6210, 6250, 7110, 8810, 8210, 8810, 8850, 8890, and 9110(i)

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Caught In The Middle - A1
Get The Party Started - Pink
Bad Intentions - Dr Dre
At The Movies - Alien Ant Farm Murder On The - Sophie Ellis Bextor Lovely - Bubba Sparxxx Caramel - City High feat Eve B With Me - Mis-teeq Hey Baby - No Doubt Do Wah Diddy - DJ Otzi Do Wah Diddy - DJ Otzl
Bad Babysitter - Princess Superstar
I Think I Love You - Kaci
Am to Pm - Christina Millian
Somethin Stupid - Robbie Williams
Gotta Get Through - Daniel Bedingfield
Because I Got - High Afroman
Hey Baby (Uhh, Ahh) - DJ Otzi
Haterz - So Solid Crew
You - S Club 7
Its Love - Goldfrix Its Love - GoldTrix Girls Girls Girls - Jay Z On The Radio - Nelly Furtado My Sweet Lord - George Harrison hy sweet Lord - Seeinge Harriso Diddy - P Diddy Overprotected - Britney Spears Points Of Authority - Linkin Park Will I - Ian Van Dahl You Can't Change Me - Roger Sanchez Catch - Kosheen Cauch - Rosteen
Handbags And Gladrags - Stereophonics
Lately - Samantha Mumba
Words Are Not Enough - Steps
They Don't Know - So Solid Crew They bor't Know - So Solid Crew Crying At The Discotheque - Alcathazar Got You - Pharaoh Monche Smooth Criminal - Alien Ant Farm Who Do You Love - Riva/Danni Minogue Have You Ever - S Club 7 You Are - Atomic Kitten Resur Fight Music - D12 Where's Your Head At? - Basement Jaxo One Night Stand - Mis-teeg One night Sand - Mis-ter
Calling - Geri Halliwell
Everybody - Hearsay
What II - Kate Winslett
Bad Boy 4 Life - P Diddy
Walk On - U2
Party Hard - Andrew WK Hit Em Up - Blu Cantrell In Too Deep - Sum 41 Paid My Dues - Anastacia Outside - Staind Free - Lighthouse Family Dance And Shout - Shaggy Emotion - Destiny's Child If You Come Back - Blue Queen Of My Heart - Westlife The Music's No Good Without You - Cher I'm Real - J-LO Bohemian Like You - Dandy Warhols Fallin - Aalicia Keys Don't Need the Sun To Shine- Gabrielle Closer To Me - Five Im A Slave 4 U - Britney Spears You Got It Bad - Usher In The End - Linkin Park Flawless - The Ones Side - Travis First Date - Blink 182 Smash Something - Redman Step On My Old Size 9s - Ste

Say My Name - Destinys Child Say My Name - Destunys Child Angel - Shaggy Its Raining Men - Gerl It Wash't Me - Shaggy Play - J-LO Lady Marmaiade - Christina Aguilera Bills Bills - Destinys Child Jumpin - Destinys Child Puro Shores - All Saints Pack D.L. Schlol Milliams

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11117 Fill Me In - Craig David
11118 Seven Days - Craig David
11112 Walking Away - Craig David
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Let Me Be Your.... Robbie Williams Lets Dance - Five

Pop - Nsync Lets Get Loud - J-LO

Ain't It Funny - J-LO All Rise - Blue

Runaway-The Corrs Beautiful Day - U2

111165 Little L - Jamiroquai 111175 Turn Off The Light - Nelly Furtado Too Close - Blue Stuck in The Middle with You - Louise 111380 Take My Breath Away - Emma Bunton Mambo No.5 - Bob The Builder 111185 Rock My World - Michael Jackson 111389 111187 Chain Reaction - Steps 111421 111197 Baby Come On Over - Samantha Mumba 111441 111192 You're my Mate - Right Said Fred 111460 111194 Uptown Girl - Westlife 111467

Themes

Mission Impossible Only Fools And Horses Harry Potter Winnie The Pooh The A Team James Bond Spiderman Spiderman The Good, The Bad & The Ugly Muppets Benny Hill Rocky Scooby Doo Hills Cop Pinky And The Brain Star Wars - Cantina Theme Star Wars - Main Theme The Flintstones Knight Rider Popeye Postman Pat Pink Panther 111268 Don't Stop Moving - S Club 7 11294
Dancing in the Moonlight - Toploader 111306
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Thunderbirds
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Calls cost £1.50 per minute / €1.90 per minute (Ireland). You must be 16 or over to use any of these services. Mobiles charges vary.

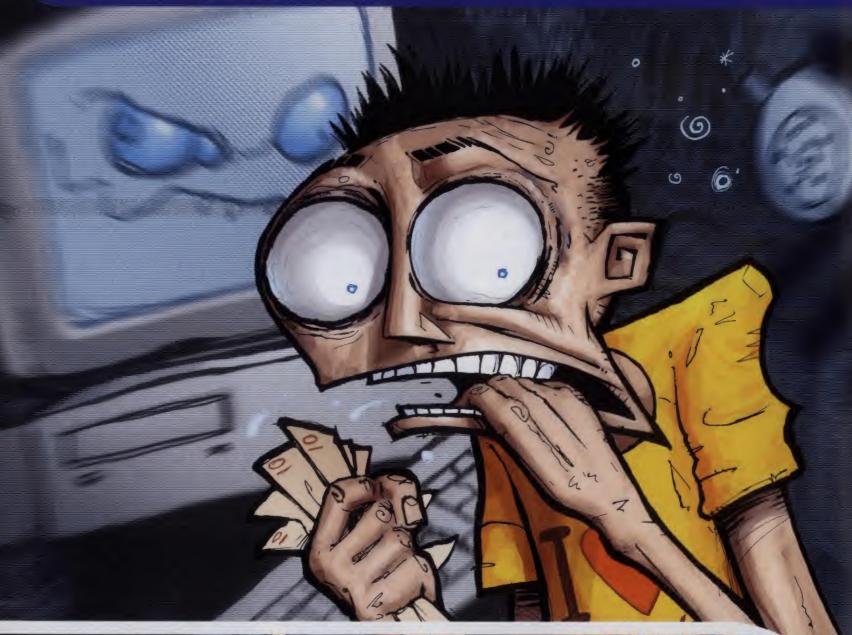
Push The Tempo - Fatboy Slim Oh No - So Solid Crew

Fat Lip - Sum 41 Family Affair - Mary J Blige

Thinking It Over - Liberty

Services require a tone phone. Instant win competitions cost £5 and involve multiple choice questions and a game to decide the winner. If you do not wish us to use data to make further offers see website. For rules or winners' names, see our web site or send a SAE partymob.com, PO Box 28 Northampton NN1 5DS. Helpline:0871 872 0404 (UK) 1850 928228 (Ireland). partymob.com is part of InfoMedia Services Limited





GAME OVER? NO VAL

Want to buy or sell second-hand games without getting ripped off? Dodge the Del Boys with our essential guide...

What's going on? It's been nearly an hour



find a copy of a game this old **COLLECTOR'S** AND RARITIES

Avoid the NTSC pitfall when buying imports - is the edition UK-friendly?

There are many titles and special editions of games that are available in Japan or the US but not here in the UK. We want them all. And we want them at a good price. But we also want to make sure that they're going to work when we get them.

If you're buying an import, make sure you get the PAL version, not the NTSC one, because NTSC (National Television Standards Committee) games will not work on UK PlayStations.

You'll need some

of the tactics on the following pages to

Make sure you explain carefully to the seller that you live in the UK and that you have a PAL PlayStation. That way you have grounds for complaint if they sell you the wrong version.

Roadshow than wasting your time trying to finish. Alternatively, you might have seen a game in The Knowledge that you just can't find new. Whatever your reasoning, you've still got an old game you don't want and a nasty little hole in your trouser pocket. So you want to see if you can get a copy of your next game for slightly less. And that's when you start looking at the second-hand market.

new, super-updated version of your fave game will

come out and you'll find you're still sat there with an ancient relic you'd be better off taking to the Antiques

While you might think that Driver is way better than Driver 2, there are many people who disagree. So there are many people only too happy to get rid of their old games for a knockdown price so they can afford the sequel. But how do you find these people? And how do you know the copy of the game they're selling is going to work? OPM is here to guide you around the pitfalls of the second-hand market, so you can get the games you want at the prices you're prepared to pay...

READERS' HORROR STORIES

It looks like we're too late to help some of our readers. Don't let it happen to vou

IMPORT NIGHTMARE

My dad got me a copy of Dragon Ball Z for Christmas I was well chuffed because I know it's not available here in Britain. Imagine how gutted I was when the game didn't work. I know it's not a counterfeit copy, so what happened to my Dragon Ball? And why won't it work on my

Paul Cook, Doncaster

It sounds like you've got an NTSC version, Paul. It would work in Japan, but not on your PAL PlayStation. There's nothing you can do except maybe try to get your dad to sort out a refund.

SWINDLED OF SWINDON

I've been looking for a copy of Ouake II for ages, so I was really happy when I found one at my

local car boot sale. The cover was a bit tatty, but the disc looked OK But when I got it home it didn't work and my brother said it was a pirated copy. I went back to the car boot sale the next Sunday, but the bloke who sold me the game wasn't there. What can I do to get my money back?

Stacey Sanchez, Swindon

Not much, especially if you can't find him. Even if you do see him again, he doesn't sound like the sort of gentleman who'd hand you

back your cash without an argument. As he's not a recognised trader, the law can't really help you either.

MONKEYING ABOUT

You say that Ape Escape is a brilliant game, but I can't find it anywhere. I'd love to buy a copy. What do you suggest? Bobby Gadrew, Dunfermline

Try some of the websites that we recommend, or place an ad in your local free paper. On www.gamestation.co.uk we found a copy for £7.99!



WEBSITES

Find a game at the right price using the Net's most popular trading posts

There are very few second-hand games websites that we'd give time to. Most of those below are handy for finding bargain new games. Gamestation and eBay have large second-hand sections.



TRADING PLACES

So you don't want to shell out for full-price games in the shops. Where do you go instead?

HIGH STREET SALES

On the high street, you get the personal touch. You can see the goods you're buying before you pay for them and you can meet the person who's selling them to you. If your hot new copy of Tony Hawk's Pro Skater 3 doesn't work, you can just take the faulty disc back and ask for another copy. And don't let them give you any nonsense. If the game you bought was faulty when you bought it, and you have informed the shop within a few

days, you are entitled to a replacement copy - or a refund if you prefer. What could be simpler?

Of course, if you happen to live in the burn-end of nowhere, you don't have time to wade through the shopping crowds or you're not rich, you might want to avoid shopping on the high street altogether.

Ease ★☆
Price ★
Reliability ★◆◆

PRIVATE SALES

You might see a hand-written

advertisement on a noticeboard, in a cornershop window, or in a free ads newspaper. You might find a wonderful new stall at a car boot sale with games falling off the table.

You should be able to find loads of bargains in all these places, but buying privately is fraught with danger. If the person selling the games is not a registered trader – and they're probably

not – your statutory rights are affected (see Know Your Rights on page 108).

This means it will be very difficult to get your money back if there's a problem with the game. So before you buy, check that it works and check also that it's not a fake (see How To Spot A Fake on page 109).

Ease 🍪 🍪

Price 🏵 🍪 🍪

Reliability 🛣

INTERNET SALES

The Internet gives you access to many

"Buying games privately is fraught with danger"



ELECTRONICS BOUTIQUE

www.eb.uk.com

There are no second-hand games available online although the company does offer them in its UK stores. However, this site is still a good place to check out prices and make sure you're getting value for money.

GAMESTATION

www.gamestation.co.uk
With plenty of shops on the high street
and an excellent website with a good
stock of second-hand games,

Gamestation is a good, safe bet for buying used games.

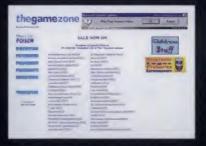
GAMESSTREET

www.gamesstreet.co.uk
Gamesstreet is a standard online
games store, similar to the Electronics
Boutique, however if you click to
www.xchangestreet.infront.co.uk/ you'll
find that the site also hosts a nifty
second-hand service.

THE GAME ZONE

www.thegamezone.co.uk





Another good website for new games, and with some great online-only bargains. It's well worth checking out, as you may find you can get new games cheaper here than you can second-hand.

EBAY

http://listings.ebay.co.uk/aw/plistings/list/category16153/index.html
An auction site with hundreds of second-hand PlayStation games on offer. The only difficulty is finding exactly the game you want when you want it. If you're more flexible, you will find a bargain.





LWSTATION MAGAZINE

more retailers than any high street, and this means you can go much further in your hunt for a bargain price (see The Knowledge Top 40 on page 110 for an idea of the savings you can make online). However, there are a number of drawbacks you should be aware of.

First, you must make sure that you are actually going to receive the goods you have paid for, as there are some people who will try to take a few quid off you for a game they have absolutely no intention of sending.

Second, you won't know until you receive the game whether it's a genuine copy or a fake, so only buy from reputable outlets and make sure you know how to get in touch with the company if there's any problem with the delivery of your game.

And remember, just because you have accepted the game from the postman doesn't mean you have legally accepted it (see Know Your Rights on page 108).

Ease: 🏵 🕏
Price: 🍪 🕏
Reliability: ಿ 🕏

SWAPPING

Your mate has got a game you want and you've got one she wants. This is a simple problem to overcome, as you can just swap them. But make sure that both of you are getting what you expect. Don't try to palm someone off with a disc that won't run, and make sure the other person is not trying any similar funny business with you.

The same goes for people you don't know. You don't want to get a reputation for doing a bad deal; it would mean you lose out on any swaps in the future.

Rather than just swapping discs untried, take time to invite

the seller over to your pad, or pop round to their house and give the disc a spin before you trade. You might save yourselves a few arguments.

Ease: ★★★
Price: ★★★
Reliability: ★★



KNOW YOUR RIGHT

As you weigh up that tempting second-hand deal, be sure to know the law...



When you buy a game

buy must be:

→ A SATISFACTORY QUALITY

still expect a second-hand game to work packaging to be in perfect condition.

→ FIT FOR ITS PURPOSE

exactly what type of console you have, they must sell you a version of the game that will work on your console.

→ AS DESCRIBED

are entitled to your money back.

You have the same rights if you buy the game in a sale - so beware of traders with signs that say "No refunds on sale goods". You also have the same rights even if you've lost the receipt, though this is good evidence of where and when you bought

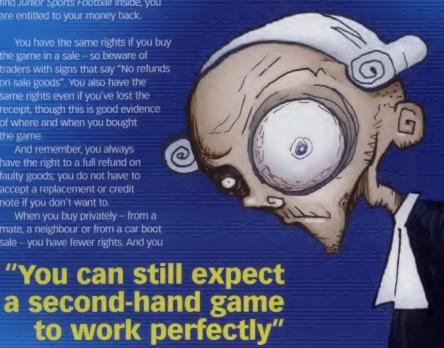
And remember, you always have the right to a full refund on faulty goods; you do not have to accept a replacement or credit note if you don't want to.

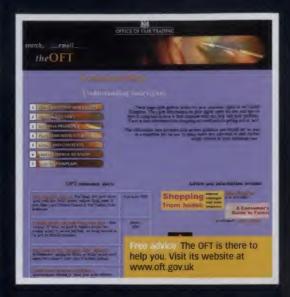
When you buy privately - from a mate, a neighbour or from a car boot sale - you have fewer rights. And you **HOW TO COMPLAIN** If there's something wrong with your game, tell the

legally accepted the game – which means after you've had it long enough to check you're happy with it. If you can't get to the shop, phone them, tell you speak to. If the game was a present, ask the person who bought it to take it back, as they have

have even less protection if you simply change your mind. If it's you who's done the damage, you're on very thin

The Office of Fair Trading (see right) can give you more advice on your statutory rights.





THE OFFICE OF **FAIR TRADING**

When you feel cheated and all else has failed, call in the heavies...

The Office of Fair Trading (OFT) is there to protect your consumer interests by ensuring that businesses are fair and competitive. It is an independent professional organisation and believes that markets work well when businesses are in "open, fair and vigorous competition with each other for the consumer's custom".

It's a free market thing. The idea is that people aren't going to try to give you a bad deal when they know you always have the option of going to the next shop and buying the same thing there for a better price.

THE OFT OPERATES IN THREE AREAS:

COMPETITION ENFORCEMENT

It ensures there is strong and fair competition in the marketplace so that consumers get the best guarantee of choice and value.

CONSUMER REGULATION ENFORCEMENT

The OFT protects your consumer rights, against those nasty little people who would take your money off you without giving you what you asked for in return.

MARKETS AND POLICIES INITIATIVES

It investigates markets (such as the second-hand PlayStation game market) to see how they work and how they might work better in the interests of the consumer.

You can find out more at the OFT's website, at www.oft.gov.uk or from its local-rate helpline, on 08457 224499.

ELPSA AND PIRACY

That disc in the photocopied CD silveve may look great for a fiver but the game will probably negrane after a few hours...

Let's sa you d you co

Let's say you want a new game but you don't want to pay £30. Supposing you decide to buy a counterfeited copy, for a fiver,

Is it a bargain? You might think so, but what can you do if your game doesn't work? Take it back? No chance, mate. Check it before you buy? Not good enough either, as publishers are now building security devices into their software that make illegal copies degrade after a few hours of play. Just imagine... you're

playing *LMA Manager 2002* and you've won your first three games of the season, when suddenly the entire club disappears.

ELSPA (The European Leisure Software Publishers' Association) reckons pirate CDs have lost the UK games industry three billion pounds. Games piracy threatens the existence of development and publishing houses and, without them, you don't get more games.

If you think you've bought a fake, call ELSPA, confidentially, on freephone 0800 555 111. You may even get a reward.



HOW TO SPOTA FAKE

Check for these five tell-tale signs to help you avoid counterfeit games



Start with the cover packaging and look for shoddy printing. Is the picture straight? Is it a photocopy? If the cover is a copy, the disc inside probably is too



Look at the writing. Is it written in English? Is it a PAL version? If it's not the same as the one on the high street – in every way – you should be suspicious



PS1 discs are black polycarbonate and they are always black on the underside. If yours isn't, then it's counterfeit. PS2 games are blue (CD-ROM) or silver (DVD)



PlayStation discs are non-recordable. If the disc you are looking at is recordable then that is exactly what someone has done. It's a fake



Look at the box cover again and you should see a hologram in the corner. No? Look more carefully. No? Alarm bells should now be ringing in your ears

THE KNOWLEDGE

We've hunted high street stores and websites and picked the best bargains



Our table gives you a rough idea of the prices being asked for secondhand games. We tracked down 13 top games at

less than half their high street prices. The best buys were WWF Smackdown 2 at one third of its new price and both V-Rally 2 and Colony Wars: Vengeance at a quarter of the usual charge.

| Game name | High street price (new) | High street price (second-hand) | Internet price (new) | Internet price (second-hand) |
|--------------------------------|-------------------------------|---------------------------------------|----------------------------|------------------------------------|
| Ouake II | 19.99 | 8.99 | 13.99 | 9.99 |
| Alien Resurrection | 19.99 | 13.99 | 18.99 | 11.99 |
| Time Crisis | 19.99 | 9.99 | 18.99 | 12.99 |
| Colony Wars: Vengeance | 29.99 | 11.99 | 9.99 | 7.99 |
| Medal Of Honor | 19.99 | 11.99 | 15.99 | 9.99 |
| ISS Pro Evolution 2 | 29.99 | 14.99 | 28.50 | 16.99 |
| Tony Hawk's Pro Skater 2 | 19.99 | 10.99 | 18.99 | 10.99 |
| Everybody's Golf 2 | 19.99 | 11.99 | 23.50 | 14.99 |
| Anna Kournikova's Tennis | 9.99 | 4.99 | 8.99 | 7.49 |
| NFL Blitz 2000 | 9.99 | 6.99 | 9,99 | 6.99 |
| Gran Turismo 2 | 19.99 | 13.99 | 13.99 | 9.99 |
| TOCA: World Touring Cars | 19.99 | 11.99 | 18.99 | 11.99 |
| Colin McRae Rally 2.0 | 19.99 | 13.99 | 15.99 | 11.99 |
| Formula One 2001 | 29.99 | 18.99 | 23.50 | 14.99 |
| V-Rally 2 | 19.99 | 6.99 | 7.99 | 4.99 |
| Driver | 9.99 | 6.99 | 7.99 | 4.99 |
| Grand Theft Auto | 9.99 | 6.99 | 9.50 | 6.99 |
| Rollcage Stage II | 19.99 | 10.99 | 13.99 | 9.99 |
| World's Scariest Police Chases | 24.99 | 15.99 | 23.50 | 17.99 |
| Wipeout 3: Special Edition | 9.99 | 6.99 | 18.99 | 14.99 |
| Metal Gear Solid | 19.99 | 10.99 | 15.99 | 9.99 |
| Tomb Raider | 9.99 | 6.99 | 7.99 | 4.99 |
| Resident Evil 2 | 9.99 | 6.99 | 15.99 | 7.99 |
| Silent Hill | 19.99 | 10.99 | 15.99 | 13.99 |
| Syphon Filter 2 | 19.99 | 11.99 | 14.99 | 12.99 |
| Ape Escape | 19.99 | 10.99 | 14.99 | 7,99 |
| Abe's Exoddus | 9.99 | 5.99 | 13.99 | 6.99 |
| Spider-Man 2 | 24.99 | 15.99 | 21.99 | 19.99 |
| Spyro 2 | 19.99 | 11.99 | 14.99 | 13.99 |
| Crash Bandicoot 3 | 19.99 | 11,99 | 18.99 | 14.99 |
| Tekken 3 | 16.99 | 13.99 | 18.99 | 12.99 |
| WWF Smackdown 2 | 29_99 | 13.99 | 15.99 | 9.99 |
| Tekken 2 | 19.99 | 11.99 | 15.99 | 7.99 |
| Soul Blade | 9.99 | 6.99 | 9.50 | 6.99 |
| Street Fighter Alpha 3 | 9.99 | 6.99 | 9.50 | 7.99 |
| Micro Machines V3 | 9-99 | 6.99 | 9.50 | 4.99 |
| Crash Team Racing | 19.99 | 9.99 | 14.99 | 11.99 |
| Worms Armageddon | 9-99 | 6.99 | 9.50 | 7_49 |
| Bust-A-Move 2 | 9.99 | 6.99 | 9.50 | 6.99 |
| Music 2000 | 9-99 | 5.99 | 7.99 | 7_99 |

Thanks to Eplay of Bath, Bristol, Cheltenham, Finchley, Southampton and Staines for help with providing second-hand prices

Please note that prices are given only as a guide and may fluctuate



THE GAMES WE'D GET

How much? Lured by our price list, gamers at OPM's office down tools...

> "I want to get a copy of Tomb Raider to replace mine, which got trodden on by a blimpy mate, as I still think the original is the best. I want to be sure it works though, so I'm prepared to stump up a tenner for it on the high street."

> > **Steve Faragher** OPM contributor and sad old git

"Without doubt Tekken 3. After years of constant two-player beatings, my copy won't get past the loading screen any longer. My friends don't come round anymore, my girlfriend left me. Sob... need Yoshimitsu and friends again."

> **Nick Ellis** Lonely games reviewer

"I'd go for Quake II as I've finally found some crazy freaks who are prepared to be my friends. Blasting their body parts all over the screen is strangely alluring and I haven't had the pleasure for quite some time."

> **Mike Jenkins** Record pie-eating writer of all things gaming

"I've been trying to get my hands on Gran Turismo 2 for a while now - but I wasn't gonna fork out full whack for it when I haven't got all my licences on the

first version yet!"

Daniel Vincent Death-metal driver and designer

"Oh I'd get Music 2000 and compose a new Leeds anthem. I'm in love with Leeds. We are L-L-Leeds, we are Leeds, Leeds, L-L-L..."(At which point Karl throws down his joypad and picks up his crayons.)

> **Karl Jaques** G-G-areth Gates lookalike and Leeds fan







RAYMAN RUSH

OPM BRINGS YOU THE WORLD'S FIRST REVIEW

RAYMAN RETURNS TO THE PS1 IN THE CRAZIEST CARTOON BATTLING TITLE SINCE CRASH TEAM RACING. IT'S THE COMEBACK OF THE DECADE!

Do not miss this...

SVEN - THE GAMES AND THE MAN!

OPM MEETS ENGLAND'S NUMBER ONE TO TALK PLAYSTATION, DARIUS VASSELL AND, OH YES, THE WORLD CUP!

FIFA WORLD CUP 2002

The full review! Plus Alex Ferguson's Player Manager 2002, Hellboy and ET in our review-packed issue!

METAL SLUG X

Why SNK's brilliant new shooter will blow you away. It's this year's arcade gaming sensation!

GREAT GAMES GALORE

Get the lowdown on Delta Force, Planet Of The Apes, Digimon Rumble Arena, Firebugs, Capcom Vs SNK Pro and F1 2002.

ARE YOU A WINNER?

See the results of our Be A Developer For A Day compo. Who will get to design their very own level of ATD's ace new game?

PANZER FRONT BIS TIPPED!

Go where others fear to tread in our tank-busting solution!



ALEX FERGUSON NEW! SVEN'S WORLD CUP **CHALLENGE NEW!**

Plus heaps of classic demos, cheat downloads, and more!

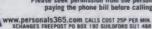


ALL IN THE NEXT ISSUE OF PLAYStation On sale April 19









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QUAKE" KILONS

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New Arrivals

| 37683 - Enrique Inglesias | Hero |
|-----------------------------|-------------------------------|
| 37685 - Pink | Get The Party Started |
| 37682 - A1 | |
| 37686 - Britney Spears | Overprotected |
| 37684 · Puretone | Addicted To Bass |
| 37687 - George Harrison | . My Sweet Lord |
| 37666 - Daniel Beddingfield | |
| 37674 - Sophie Ellis Bextor | |
| 37673 - Stereophonics | Handbags and Gladrags |
| 37678 - Samantha Mumba | Lately |
| 37677 - Ian Van Dahl | Will 1 |
| 37667 - PPK | Resurection |
| 37676 - Robbie & Nicole | Something Stupid |
| 37679 - Backstreet Boys | Drowned |
| 37680 - S Club 7 | .Have You Ever |
| 37665 - Riva | Who Do You Love Now |
| 37624 - Kylie | .Can't Get You Out of My Head |
| 37622 - DJ Otzi | |
| 37637 - Michael Jackson | You Rock My World |
| 37661 - Steps | Have I Ever |
| 37668 - Hearsay | Everybody |
| 37672 - Sum 41 | |

Classics

| 37042 - | Brookside | |
|---------|---------------------|----------------------|
| 37044 - | Champs | Tequila |
| 37085 - | Europe | Final Countdown |
| 37396 - | Monty Python | |
| 37426 - | Roobarb and Custard | |
| 37350 - | Gary Numan. | Are Friends Electric |
| 37483 - | The Entertainer | |
| 37032 - | Bobby McFerrin | Don't Worry Be Happy |
| 37017 - | Auld Lang Syne | |
| 37156 - | Postman Pat | |
| 37060 - | Dambusters | |
| 37005 - | Abba | Dancing Queen |
| 37401 - | National Anthem | |
| 37084 - | Eric Clapton | |

TONES - 09065 776 540

GRAPHICS - 09065 776 541

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Stanmore, Middlesex, HA7 2AZ.













Are you a 16 year old living in your own council accommodation? Do you want to earn money telling your story? Please ring Marianne on 020 7938 7689







This month's gaming travel guide turns the red light on Midgar's town of dubious pleasure... the infamous Wall Street

ABCDEFGHIJK

HOTEL 'KALIPORNIA'

A nice well turned out hotel for the weary Although, we were a tad surprised

to see displayed in the main foyer a vending machine sporting male accessories! That said, the manager is very accommodating and insists that he can get his cliental anything they want at any time of the day or night



A/3

Visiting interesting cities often leads to overindulgence and the gaining of a few unwanted inches. In Wall Street you can pound away at your flab in the local gym Keep an eye out though, for the camp-looking men pumping iron. Ooh check out those muscles!

CLOTHES SHOP

With all these dodgy activities on offer, you'll want a nice pair of strides to pose in. Apparently, the proprietor is expecially artifact as making superports. especially adept at making women's dresses for the halrier sex - men. Then again, he is an alcoholic.

DON CORNEO'S MANSION A/A

An arranged night-pass into the local celebrity's mansion is unlikely unless you're a bit of a stunner with little taste you're a bit of a stunner with little tasts and even less morals. Not the most one thing, the human version of pong! That said, he's been known to mistake cross-theseors for the roal thing. cross-dressers for the real thing.



WALL STREET 3

SUSHI BAR

G/6

partaking in the 'interesting' Partaking in the interesting nightlife of the town, means you'll need somewhere to replenish your strength. A touch of fish is the order of the day in this such bar and they even throw in the such bar and they even throw in tickets that'll get you beauty products at the pharmacy in other words, eat our food then naff off you ugly git

HONEY BEE INN

L/1

Unlike the rest of Wall Street, this whorehouse owns up to what it is - a retreat for those who can't pull for toffee and are uglier than Quasimodo, tionee and are usine their Quasimous,

the only stipulation is that you've plenty
of cash and are willing to part with it for the attentions of a female with the morals of a hoola hoop (loose around the hips).

screen

PATH MAP KEY

YOU WOULD LIKE IT IF...

- You're totally mept at pulling the
- You like stepping into a dress or two on the odd occasion

GRASS

You're the Cheats Daddy

YOU WOULDN'T LIKE IT IF...

- Your missus was tagging along You spotted your mum
- You have more morals than money

FOR MORE INFORMATION SQUARE TRAVEL 1-800-FANTASY





NSECT

PELLENI

TOP WALKTHROUGHS

PLAYSTATION

A = 0 1
A Bug's Life
Abe's Exoddus
Abe's Odysee
Ace Combat 3
Action Man Dest. X
Air Combat Driver 2 Driver 2 Driverti World

Air Combar Aladdin: Nasira's Rev. Alex Ps Play Man 2001 Alien Resurrection

Alone in the Dark 4 Ape Escape
Apocalypse
Army Men 3D
Army Men: Land Sea Air
Army Men: Lock & Load
Army Men: Omega Sold.
Army Men: World War
Atlantis
B = 0 2
Battle Tanx Global Assault FIFA 99 Fighting Force 2

Broken Sword 2
Bugs & Taz: Time Busters
Bugs & Life
C = 0 3
C&C: Red Alert
C&C; Retaliation
C-12 Final Resistance
Champ, Man. Quiz
Chase the Express
Chicken Run
Civilisation 2

D = 0 4
D Mirra BMX: Max Remix
D. Nukem: L. of Babes
D. Nukem: Time to Kill
Dave Mirra BMX
David Beckham Soccer
Die Hard Trilogy
Digimon Digi. Card Bat.

Dracula Last Sanctuary

Dragonball Z Dragonball Z: Final Bout

Dune

E = 0.5

Eagle One Harrier Att.

ECW Anarchy Rulz

Evil Dead

Exhumed

F = 0.6

FA. P. Lgue Fball Man. 00

FA. P. Fball Man. 2001

FA Premier League Stars

Fade to Black

Feat Effect

Final Fantasy 8

G = 0.7
Galerians
Gauntlet Legends
G-Police
Gran Turismo
Gran Turismo 2
Grand Theft Auto
H = 0.8
Hard Edge

Harry Potter Hercules Hidden & Dangerous

I = 0 9
In Cold Blood
ISS Pro Evolution
ISS Pro Evolution 2
Italian Job
J = 1 0
J.Bond: Tom. Never Dies
James Bond: 007 Racing
James Bond: 007 Racing
James Bond: TWINE
Jedi Power Battles
Jimmy White's 2: Cueball
Jonah Lomu Rugby
Jurassic Park: Lost World
K = 1 1

K = 1 1
Kick Off 2002
Knockout Kings 2001
Koudelka
L = 1 2

LMA Manager 2002

Martian Gothic

Men in Black Men in Black: Crashdown

Monsters Inc Monster Rancher Mortal Kombat Trilogy Mummy Muppet Monster Adv.

N = 1 4
NBA Live 2002
Nightmare Creatures
O = 1 5
Overblood 2

P = 1 6
Pac Man World
Parasite Eve 2
Player Mana Parasite Eve 2
Player Manager 2001
Populous the Beginning
Premier Manager 2000
Premier Manager 98
Premier Manager 99
Prince Naseem Boxing
Q = 1 7
Quake 2

Rainbow Six Rayman Rayman 2 Ready 2 Rumble Boxing Ready 2 Rumble Round 2 Resident Evil Resident Evil 3: Nemesis Resident Evil 3: Nemesis Resident Evil 5 survivor Road Rash Jailbreak Raque Spear

Shadowman Sheep, Dog & Wolf Silent Bombe. Silent Hill City 2000

SimCity 2000 Simpsons Wrestling Sky Sports Football Quiz Smackdown Smackdown 2 Soul Reaver South Park South Park Rally Soviet Strike Space Invaders spiderman 2 Spyro 2: Ripto's Rage Spyro 3: Year of Dragon Spyro the Dragon

Tenchu: Stealth Assassins The Italian Job The Simpson Wrestling
The World is Not Enough

The world is Not Ellough Theme Park World Thrasher Skate & Dest Time Crisis: Project Titan TOCA Touring Cars TOCA Touring Cars 2 TOCA World Touring Cars

mb Raider 4 mb Raider 5 Chronicles

Tony Hawk's Pro Skater 3

Toy Story 2 Tunguska U = 21

U = 2 1
UEFA Striker
Urban Chaos
V = 2 2
Vagrant Story
Vampire Hunter
Vanishing Point
V-Rally 2

Vanishing Foint
VRaily 2
W = 23
War Hammer: Horn. Rat
Warzone 2100
WCW Backstage Assault
WCW Mayhem
Weakest Link
Who Wants 2BA Million.
Wing Over 2
World Champ. Snooker
Warld Is Not Enough
Warld's S. Police Chases
Worms

Warld's S. Police Chases
Worms Armageddon
Wu Tang:Taste the Pain
WWF Artitude
WWF Smackdown
WWF Smackdown 2
WWF War Zone
X-Files
X-Men Mutant Academy 2
0-9 = 2 7

007 Racing 007 World is not Enough

PLAYSTATION 2

Ace Combat 4
Age of Empires 2
Agent Under Fire

Airbiade Alex F's Player Manager Alone in the Dark 4 American Pro Trucker American Pro Trucker
Armoursed Core 2
Army Men Air Attack
Army Men Green Rogue
Army Men Sgl's Heroes 2
Army Men: Land Sea Air
ATV Off-Road Fury
B = 0 2
Baldur's Gate
Ratman Vengeence

C = 0 3 CAPCOM vs SNK 2

F1 2001 F1 Champ. Season 2000 FIFA 2001

Giants: Citizen Kabuta Gran Turismo 2

Grand Theft Auto 3 Grandia 2 Guilty Gear X Plus Gun Griffon Blaze Gundam: J to Jaburo

Half Life Harry Potter Headhunter Herdy Gerdy

J = 1 0
J Bond: Agent Under Fire
Jak & Daxter
Jeremy McGrath'
Just Bring It
K = 1 1

Kengo: M. of Bushida Kessen Klonoa 2 Knockout Kings 2001

L = 1 2 L. of Kain: Soul Reaver 2 Le Mans 24 Hours Legends of Wrestling Lego Racers 2 Lotus Challenge

M = 1 3 Madden NFL 2001 Madden NFL 2002 Martian Gothic Max Payne

Metal Gear Solid 2

Midnight Club Monkey Island (Escape) Monsters Inc. Moto GP 2
MTV Music Generator 2
Mummy Returns
MX 2002
MX Rider
N = 1 4

N = 1 NBA Hoopz NBA Live 2002 NBA Street NHL 2001

OF Road Wide Open

Orphen
P = 1 6
Paris-Dakar Rally
Pro Evolution Soccer
Project Eden
Q = 1 7

Quake 3 Revolution R = 1 8

R = 1 8
Rayman 2
RC Revenge Pro
Red Faction
Resident Evil: Code V. X

S = 1 9
S Palmer's Snowboarder
Shadow of Memories
Shadowman 2
Silent Hill
Silent Hill 5 Silent Scope Silent Scope 2 Simpson's Road Rage

Smackdowni Just Bring It

Soul Reaver 2

SSX - Snowboarding SSX Tricky Star Trek: Elite Force Star Wars: Star Fighter Street Fighter Ex 3 Summoner
Sunny Garcia: Surfing
Super Bombad Racing
Super St. Challenge
Surfing H30
Swing Away Golf
T = 2 0

T = 20
T. Woods PGA Tour 2001
Tekken Tag Tournament
Test Drive: Wide Open
The Bouncer
The Mummy Returns
The Simpsons: Road Rage
Theme Park World
This is Football 2002
Thunderhawk
Time Crisis 2 Fime Splitters Tokyo Extreme Racer

Tony Hawk's Pro Skater 3

Unreal Tournament

W = 23 Wacky Races Warriors of M & M Weakest Link Who Wants 2BA Million 2 Wild Wild Racing

Winback Wipeout Fusion World C Snooker 2002 Wrath of Cortex WRC World Rally Cham WWF Smackdown 3

Z = 2 6 Zone of the Enders



GAME BOY

COLOR

PlayStation2

(O)

Dreamcast.

HINTENDO"





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